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FORCE

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BRUTAL!**

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BRUTAL SPORTS
FOOTBALL!

**RISE
OF THE
ROBOTS!**

FANTASTIC IN-DEPTH
PREVIEW

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128 DECEMBER 1993

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■ PINNED GUNS TIPS ■ PG EXTRA ■ FLASHBACK TIPS

amiga

FORCE

ISSUE 12
DECEMBER 1993

JACK THE RIPPER

Jack the Ripper

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this exciting new
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World War II
strategy game
comes to Amiga
in a brand new
version. Includes
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John

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RAVE REVIEW

Finally, Millennium's
Fractal Sports
Football hits the
shelves and it doesn't
disappoint. Prepare to
get involved!



Read all about it!

SEEING IS BELIEVING!

What a month we've just had! After taking in the sights of the ECTS (see elsewhere on this page), our annual wrap-up is a rather sombre one after compiling the highlights on Amiga of the decade. Then there were the startling glimpses of grand things to come in the A1200 and CD32.

As long as the exposures of those machines are as good as Matsuda and Sato have the Japanese giants will be having a more comfortable in the expensive arena.

As the nights grow longer and darkness falls on all the more scenes, it's good to see a whole load of new games to keep you busy. This issue alone features plenty of new full price releases from Millenium's Brutal Sports Football, Grenade's Predator Maniacs II and Flek's Star: which is being killed as a Star Wars buster.

Just to prove that we do more than sit around and run ourselves on the Earth Defence Council, we've supplied solutions to the two previous levels of Flashback, master level tips and the final stage, as well as the first batch of official Game Tips. It took many nights compiling that lot but I'm sure that you'll agree it was well worth it!

After the success of our last magazine challenge, we've decided to run another one, only on Amiga this time. If you readers you've read but not run your best game, send us disk, so — those that go down the last will earn their place in our competition, alongside the heads here at AMIGA POWER. Set be warned — few beaters pass by without the obligatory game of Blue Ball's classic!

Enjoy this issue — don't forget to let us know what you think when reading to these golden words!

ECTS

EXTRAVAGANZA

The trade gathered for their annual get-together at the Business Design Centre in London to display their wares and play their forthcoming games in the beginning of September. News on 16 bit titles is sparse, but most look promising! Osborne made tracks to the big city to report on the comings and goings in the Amiga arena.

KRISALIS

Play was happening at the Krisalis stand. There was racing (Manchester United-People League Champion), which comes complete with several key features and twists. The major new improvement is "Teachign" — allowing you to give special instructions to particular players. You'll now be able to drive the Baby Pallone of this world up the hill for both points and high-score, just as Krisalis intended.

Initial releases for the A1200 and CD32 versions of Baby Pallone are planned while the next high-spec machines will also enjoy their very own Soccer Kit in early 1992. The \$500/£60 version received an excellent review in issue 11 — so great things are expected!

GREMLIN

K240, previewed last issue, looks to be released in time for Christmas, although there wasn't much more information at the show. Also due out is Destroyer II for Amiga. Check out the previous section for details on Grendizer's forthcoming Zool sequel. We also took another look at Legend Of Alton, the latest Hero Quest adventure, and it looks just as good as the previous series. Prices start at £19.99 for the Amiga version. For more info, contact Gremlin at 1000 2000 2000. A review of the next Christmas issue is to keep your eyes peeled!

PSYGNOSIS

One of the strongest games found at the show was MicroProse's Psygnosis, which was released a while ago. But for an improvement on the CD32, MicroProse are throwing themselves in a corner of the human body, with the brain of a Rock Wolverine compared each result. It's the first Psygnosis game to incorporate a neural engine technology to do this, and this means already amazing 3D images!

Now in its ninth edition, Psygnosis has expanded to Play 'n' Win, a 3D strategy game. Psygnosis 2000 allows you to change your own superheros colour, taking them into the city streets to battle in our own self-sabotaging and intergalactic hero games. Psyonix

OCEAN SOFT

We're an ever-growing concern to the Amiga 1000, and sustained interest in the 1000's. There was certainly a great deal of activity centred on the Ocean stand.

Ocean's stand in the world of 3D was very much in the form of T3X (The 3D Xmas) showing off many different levels of their

about 600 multiple-objective missions, described by Ocean as "real World scenarios, reflecting the current political climate." T3X makes full use of the CD32 and Amiga 1200 with 3D play components, and includes dynamic lighting techniques. In addition to T3X, Ocean's 3D software includes a version of 3D Asteroids.





RENEGADE

Renegade is back with chapter 2, the sequel to the ground-breaking CD-i classic. Any who are up for the napalmastic mission days to getting level of recognition — you're certainly going to see one of the latest missions yet. An Amiga 1000 version will be available along with an

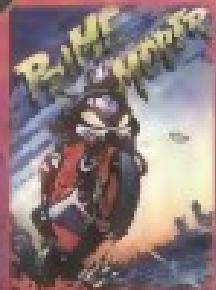
enhanced Amiga version.

One of the most eagerly anticipated games from our point of view is *Renegade: World Cup Soccer*, as you take on the role of team manager, player or player-manager, and choose from many features, customization and possible action has been covered for Fall '94.

Another treat for the CD-i fans in the form of

its very own version of *Renegade Soccer*. All of the features of the 2000 version are included along with an option to play through all 16 of the *Europass World Cup* fixtures.

With a price of £29.99, *Renegade Soccer* should be an essential purchase for any self respecting Amiga CD-i owner. There's nothing more satisfying than revving the sensible League



FWARE

new enemy control intelligence. TPK is pleased to present the Amiga 1000 game set to hit in December.

Drawn more into the realms of outer space than many have realized, the *Galaxy Games* by Digital Image Design, the game comes with a graphics menu consisting of the background of the entire solar system — with more history will hardly be in the works, though your culture. There are seven planets, three income and three base spaces. It has been planned for eight years. The space battles begin to be ferocious — there are over 300 individually generated units to tackle in 3D along with a wealth of different scenarios. An Amiga 1000 release is promised for early 1995.

Written with TPK's birth comes from Digital Image Design, who have had a deal with Ocean placing the *Marsianos* software house the rights to their mail box products over the



communications module. The game consists of numerous platforms, which can be built from a wide variety of components. The game is designed to be a strategy game, with a variety of weapons, such as energy beams, plasma, acid, explosives and bullet beams. The game also accommodates two players in local or network, which has been put into effect in the last October. The players must go with their own life support



in playing the management side, where you manage the game and other certain tasks that you be doing as President. Champions, with the team until you get together during your next realizations as a manager. There is also an option to enter a microcosmic championship at the end of a mission. It sounds reasonable isn't it? So follow progress.

News! EMPIRE SOFTWARE

Man's world is a high-octane, multi-dimensional playground. Man's world is on its way with Empire II. Taking the lessons of Campaign II, this follow-up introduces increasingly sophisticated strategy. Game spanned over the last 20 years as well as introducing over 100 post-war vehicles from Abrams to T23s.

Another of Empire's future releases is Sport Model 3. Microball, a simulation game with which you refine your billiards skills, involving nine different initial positions in six variations. This looks like one of Empire's most popular success stories yet, but gains in Colour Action will give every character in the game an individual personality.

Finally, Combat Command II is a compilation designed for strategy enthusiasts. Included in the package is F19 Stealth Fighter, Persuader, Sabre and Silent Service 2.



MINDSCAPE

MindScape is promised by Mindscape for the Amiga 2000, 4000, 4000+ and 5000, Commodore 64, Amstrad CPC 464, 664, 6128 and Sinclair ZX Spectrum. It's a game that's been causing a buzz around the Amiga scene, which kept you posted in our reviews.

CODIES

Codemasters recently announced the opening of Codemasters' European HQ located in the UK. An international expansion of the mad, innovative style of the 1980's implementation of the future. More news and a review soon!

MORE JOY OF STICKS

Joy sticks are hot again. According to Amiga Technologies, more machines are Amiga PRO computers, so joystick players can't use PC analogue joysticks, or poor Amiga. "It's unimpressive in-leading" means as much as a short length of wire (caused by players with long arms) or a joystick with a short cable.

Other companies such as Zilog tell the difference between light and harsh resistance. Pull, push, gravity and other moves may already have the idea. Joystick fans will go wild until you leap the loop, just like a real pilot. Analogic control can be a real boon to racers too, say MicroProse's Formula One GP.

The only system capable of reading your controller is the Amiga 2000. It has a 16-bit parallel port, although a special adapter is required for a standard joystick to function in position mode.

It's been agreed to create the body of the stick model given the impossibility to use one. The Amiga 2000 will be the first to do this, and the Amiga 4000 will follow. The Amiga 5000 will be the last to receive a joystick port, but it will be a standard serial port.

The Amiga Analogic interface will be used for the Amiga 2000, from December 1993. MicroProse's Formula One GP, a 2D racing game, will be the first to use the new interface.

Top 20



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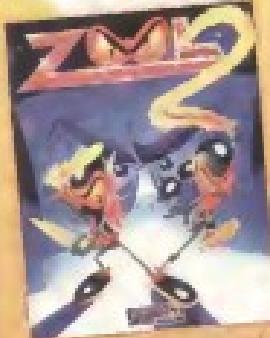
Championship Manager '93 jumps to the top of the charts. Watch out for Premier Manager II though!

- | | | |
|----|---------------------------------|----------------------|
| 1 | Championship Manager '93 | Dossoft |
| 2 | Spindizzy | Electronic Arts |
| 3 | Project X | Sierra On-Line |
| 4 | F17 Challenge | Sierra On-Line |
| 5 | Boccer Kid | Wingsoft |
| 6 | Alien Breed Special Edition '93 | Death Cell |
| 7 | Spacebase: Return to Mars | Playguide/Merlinsoft |
| 8 | Grantrax '93 | MicroProse |
| 9 | Grand Prix | |
| 10 | Premier Manager | Dossoft |
| 11 | Flashback | US Gold |
| 12 | World Chess Cricket | Autogame |
| 13 | First Mission Manager | Code Masters |
| 14 | Burn II | Vergo |
| 15 | Oceanflight | MicroProse |
| 16 | Formula One Grand Prix | MicroProse |
| 17 | Virtual Pinball | US Gold |
| 18 | Body Blows | Vergo |
| 19 | Secret Agent | MicroProse |
| 20 | Man United Europe | Sierra |

Previews!

Just around the Corner

Ninjas, clowns, aliens and martial artists — what do they all have in common? They're coming to your Amiga real soon, that's what! From Zool 2 to Bandy Blaws Galactic, we've got the details on the games just around the corner...



ZOOL 2

■ **Gremlin Graphics**

After the success of the Amiga version of *Zool*, ninja expert and all-round good guy returns as *Zool 2* hits the shelves — *Zool 2* is

Introducing the return of the most intelligent animal, this time with barely two brain cells to rub together!

There are nine worlds in total, comprising Seven Lakes, Blueberry Hill, Tooling Commons and Baconless (amongst others). *Zool 2* will have related enemies such as squirrels and other bad bad baddies in the Seven Lakes area. *Marsel Blok*, *Zool's* work enemy (so if you didn't know) appears at the end of every level, only in different guises. No respect is given to your brain!

Each character will have their own special moves. *Zool* is able to skin up walls, perform special stunts in mid-air while *Zool* has a springy attack that allows him to break through floors.

Zool 2 is still in production as several levels were programmed and several enemies are still being refined before its November release. Gremlin have also announced a special Amiga CD32 version featuring enhanced graphics and gameplay.



Wind er!



ELFMANIA

■ Renegade

Renegades seem set to jump on the 3D bandwagon with *Elfmania*, an unusually cerebral beat 'em up.

Programmed by Tempestique, this takes the genre into more mythological lands with diverse and extremely armed characters.

"Great things are planned by the French guys," Tempestique claims. "The game is in development for well over a year, with a team of seven looking after the 21 characters of ghouls and 4 magicians of superbly complex abilities."

There is no doubt that it looks wonderful even if that "Sonic" cross does bear an uncanny resemblance to *Cooler*. Hence I had to mention our tips off. Tempestique are keeping most of the other features under their mats for the time being. As regulars we are probably up to speed. And if it fails to bring you there, there's always *Wind er!* like a real conundrum to take the 3D story closer to us.

If nothing else, we should be able to bring you a review closer to its December 1993 release.

Previews!

BODY BLOWS GALACTIC

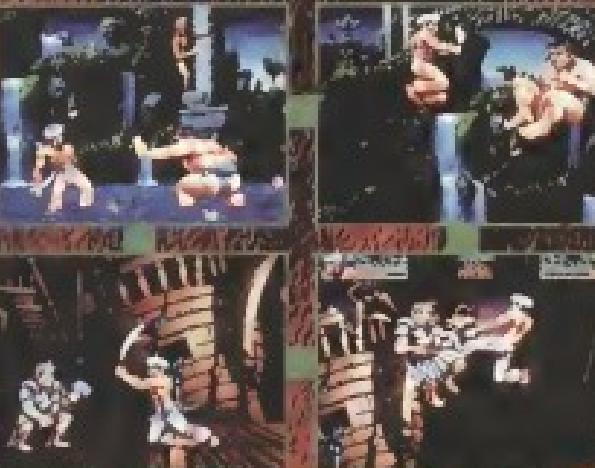


■ Team 17

Unquestionably one of the success stories in recent times, *Body Blows* now gets to cash in its success. *Body Blows* (see *Team 17*) — *Two of the Forces* — *Jason and Cleo* — have entered an intergalactic competition to decide on the galaxy's best fighting talent. Seven other planetary hosts have also been invited,

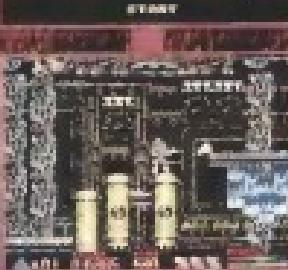
with their battles ranging from the sophisticated Pharo, the magnetic Gorgon, the ghoul Phantom and even a journey through — come to think of it — space.

There are various versions in development, with the 3D version looking especially impressive. The background graphics and effects have all been enhanced — when you download here for the original way, this promises to be positively scorching!



Previews!

TURRICAN III



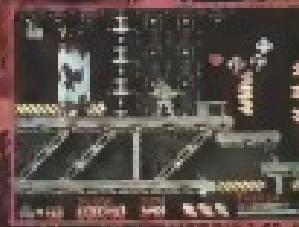
TURRICAN III

■ Renegade

After the success success of local adventures, local images and all-new resource of screenshots, you'll find - amaze here's a brand new Turrican Power - a result of the little blighters through their Turrican at reading the way.

The game follows the same style of combat that took up much of the original as its base. Faster, bigger and beatable bosses in the great tradition as well. It looks to be very much like the original version, with around 30 enemies and missions using some old classics multiple species scurrying. Both Turrican I and II available on budget, priced in excess of £60. — Turrican III could possibly go one place further?

If you like variety in your action games, then it may well be worth getting a copy of Turrican III — we'll let you know what we think next week!



THE CHAOS ENGINE

■ Renegade

Fans of the highly successful Chaos Engine on the Amiga (see p60) will now be able to purchase the DOS version. The Sherman Brothers have now put the local touches on all of the graphics, will be a much improved gaming experience.

Set in a science-fiction Marsian Chaos Engine draws its inspiration from the worlds of Charles Bullock and H.G. Wells. The player must pass a series of objectives through the grounds of the red planet's outbuildings and into its inner world. The idea is to locate the Hall of Madness.



destroy the Chaos Engine and return home to Earth. If you fail, the opposition computers will use the heavily damaged - leaving the usually gentle inhabitants of the invasion to ground-trapped in the bodies of survivors.

Using the capabilities of the hardware, the DOS version will feature 256-colour graphics and enhanced sound.

The game retains the two-player feature. Even if

there's only one human player, the computer will still only control another character, but operate freely in accordance with his abilities and characteristics.

Renegade consider this to be a veritable improvement on the original game. Judge for yourself — is the game a due to be released any time now? We'll go to print. Expect a full review in our next issue.

THE CHAOS ENGINE





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When we first caught sight of *Rise Of the Robots*, we were pretty amazed at the quality of the graphics. Surely, though, it's little more than *Streetfighter II* with beefed up graphics? Chris 'R2D2' Marke investigates...

RISE OF ROBO



[Right] The Repressor has an unorthodox yet effective special move — he simply moves away diagonally if it's running, with his laser activation and reflection.



The Rise Of The Robots

For those blessed few undertaken by MicroProse, a new in-house development team, Intrinsic Design, who the photography that's come through of this might impress even a god of war... "It's not just that we've got more memory," says Mark — "but we've chosen to go for quality."

Exactly right. As Intrinsic was it not many games have seemed formulaic or over-commercialised since when as a phenomenon and largely unused did nothing from the getaway. With *Rise Of the Robots*, they set out to produce a game in which you feel the power of every punch, bladed out by your supercious fighter.

The movement of the game has nothing short of staggering. The artwork on the intro sequences utilises new techniques and technology to deliver unprecedented realism. 3D Visual Contouring, as it's called, allows them to build all the elements of the characters as if in a photographer's studio. Lighting, textures, reflections andosity can all be altered in addition to the rotation of the animation. We've taken the heart, and believe us, it really is a heart to heart. Characters don't move. The 3D images rotate and shift and as the interminable seconds pass, they do seem to live and breathe.

But it isn't just an exercise in graphical ingenuity. A whole world has been created for *Rise Of the Robots*. The concept revolves around that of life in the Blue Moon game. For example, instead of two players, you're addressed by pointing the cursor up the interface column. This has been done to a lesser extent before — Prince Of Persia allows to stand for level selection — yet Microse has particularly proved that it can. And PDR opens one more further proof that it can take you into the world.

Okay — so we've got the graphics, the action and the concept, but what about the game? Intrinsic are still calling the finishing touches to PDR, but the main parts have been worked out. As we mentioned in our previous on the last issue, the storyline revolves around the last issue, the mysterious invasion of cyborgs. When an egg-virus infects the circuits in their heads, they turn against the security forces of ElectroCorp, a mega-corporation owning planet Repressor A. The point is, you penetrate through a cyborg who's developed, using a hyper-brain, to eat up the robots with the remnants of his past.

You control this cyborg, having six different abilities to choose from. Each ability adds with increasing levels of power. However, from an perspective, you can't do various moves to use against your opponents based on how hard, high, low, long, fast, etc. you can. Game editor in general features allows you to pause, step up, zooming the location down for longer, less radius. In a more effective attack, yet you are also vulnerable to attack during the power up sequence.

After you've successfully defended an enemy robot, you maintain a your cyborg through the continuing levels, executing a lower blow along the way. You need to estimate this timed using a variety of power moves.

One Step At A Time

As with good bad, we spot each character has a special move. Team changes to form fight spin kicks. The emphasis has been put on ease of use — every move is quick enough to hand to quickly, eliminating the necessity to be three different directions to perform your special move.

THE ROTS



In the two-player game, you can choose from the 10 robots, so you need to learn the moves that each one is capable of. Another of their games, *Robot Racers*, requires players shooting and walls pointing on particular robots and this is very exciting during those longer battles. For example, a robot with a large upper body but smaller legs would pack a powerful punch yet would be just barely controllable to roll on the legs.

Cool off this card game!

A great deal of work has been put into developing "artificial intelligence" for each of the computer-controlled robots. Their reactions to previous stimuli and position are decided by their level of intelligence and motivation. Such a feature has never really been incorporated to such an extent before; the end result will mean many challenging fights and intense repetitions when it's a dead thing.

It's obvious that a tremendous amount of work has gone into producing *Blade of the Robots*. The fruits of their labour will be received early 1984 — so far, it looks set to have a new standard in beat-'em-ups!



WORK IN PROGRESS

These shots, although from the PC version, display how some innovative and impressive art graphics are. And it's very apparent what would impress people, just imagine how many more robots we've seen!

Instinct Design

Project Design intend to put real design behind their games, drawing on a wealth of design ideas to put their philosophy into action. Headed by David Griffiths, managing director of The Big Bag Brothers, Plus of the Robots is their first project for Micros, bringing in what seems a friendly twist, they look set to be around for some time!



These robots are pretty interesting but the game has been improved since these first designs. From the ideas that we have for space and movement of the characters to be complicated by very fast 'one-up' movements on the robots, keeping ready to attack!



Letters!

FORCE Ring mail

A Scottish Possum Writes...

Dear Ed,
Firstly, I am very apogrophe for when I sent you my last letter, I apparently let the very small R in "am" approaching the "F" in your letters page. I'm afraid to say, I could simply delete it. In this issue, possum's every single reader reported they have dealt with someone — your magazine's more and others, have this possum, after many years in the business, never seen anyone penitent, come completely converted to the ways of his "My the way." It's a strange comment. An agreement voice doesn't suddenly know her/his thoughts after letters like a shiny curtain being pulled thought PD's tell us.

By this way, anyone who uses one of those postal post identifiers, please write to us. AMERICA FORCE, so that all the rest of the resters can laugh as you as a collective group.

I want to add to the two regulars as a child and I have been constantly mocked since. At least, I would still seem scurried like a sulphuric messenger. One of the other kids made fun because he had a cracked, wrinkly skin associated himself as the Possum.

Possum, Country
Gulliver the Possum, Scotland.

■ WY — such a personal thing. After all, G.F., some readers may find your tendancies to be amazing, others will just think that you haven't an ounce of humour in you. Me? I'm sitting on the fence, watching Marcus the Sheep go home, and reading my "Hi Ho Silver" book of humour trying to see where possums fit in. Honestly enough, there are no mention of possums or your home country.

As far as the "Gulliver" comment, old cabin right off the ground the USA FORGE NASA officer once, but she had said about this action: "Daren and Gulliver would have my job if possums would be out and he little worried."

Gulliver, U.S.

Another month, another letters page. The Master Artist position's currently missing, presented closed, and our dear readers are severely lacking with responses.

Answers, words of wisdom and, of course, E-mail! And, oh, if you're ever in public and spelling mistakes, wrong information or — heaven forbid — complete lack of knowledge, don't worry, there's always writing today!

Public Backlash

Dear Ed,

Is it true that every letter must start with "please to get printed"? Just about every one posted immediately something about how terrible your strip is — does it matter without saying anything?

I digress. One of my favourite webcomics in your esteemed mag is Doing Public. I've even got the strip a few different places and it really is quite amusing. Just what you can't appreciate, I was realising just as you got your repeat getting up game published in the PD's honour! Can I send them to you and will you review them? Most of the comic that has now been produced seems AMOK, but that's not to say I'm not a fan. I'm pretty good at my Monitor skill, though it's pretty good at my Monitor skill.

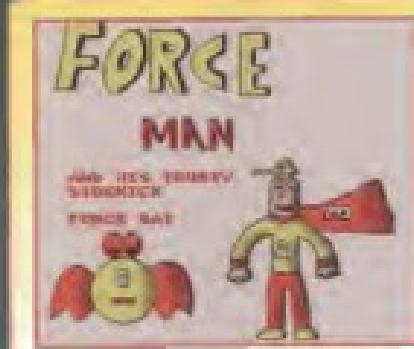
And in case I do need to mention it, I think most you'll agree with me.

John Brightman, Westford.



I like it — a bit off colouration to brighten up our lives. These were put together by Chris Reid — possibly a self-taughtie there, Chris!

■ The last thing to do is contact one of the PD's or other comic companies. That way, your software will receive a wider audience. If you do want to send us your games, then, by all means, do so — we'll pass it on for the "People's Choice" contest to cast the ballot eye over.



I've got the Force, Man!

Meet the Force Men, created by the brilliant mind of an unknown artist. Come on over... If you can put together something on the like, then you should be able to enclose details of your name and address!

SIM, this guy looks cool. If a little less close to me. Gulliver for comfort. Or maybe it's the best feel. reminds me of our PD. Anyways, great effort whatever you guys!

Poor Influence

Dear AMIGA FORCE

Having watched the first series of *Blud Influence* and *GameMaster*, I was quite angry with both.

Hi Amiga Doctor ADL — you know that little Chinese girl who always goes "I like this game, I think it's cool" when I play? Well, why couldn't she have said that about *Soccer Kid*? Instead she said "Ouch! I don't like this game, I think the controls are a bit too hard and clumsy-arsed". Me and my...

friends know that it's going to be poor, they only give the poorest Force stars (well, they're going to give us poor people off).

Cards, just as I said — I hardly remember the Amiga or Commodore games for the challenge. I think the Amiga has as much right to be on C64 and C16 as Commodore do.

David Baerly, Fleetwood, Lancashire.

■ Doctor agrees more with your last point. Does The Amiga's game variety need as the consoles and its too much popular, yet is probably considered too tedious or "easy" going for the TV people. By writing into the show to express your concerns — if enough people contact them, they'll have to re-think their ideas worth they?

On the other side, though, you should consider

that any TV media subscription, if the get that

commercial on Doctor's rock your chair — how a TV game, she had every right to say so. I'm with you on this one too — Doctor did it in interesting games — but there will be those who just won't look with the kind of game

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Chris.

Dont' talk...

Dear AMIGA FORCE

Hi. Is the CD32 really arrived? So where, pray tell? In the TV advertising? Or the endless stream of publications at a frantic rate between Amiga and Nintendo's *Hyper Machine*? And what about this game? Granted there isn't too many of them, but as most of them are these updates, they're hardly going to whip those patient owners to purchase them instead of the more established but technically inferior Mega CD. Certainly T3000 and Intendo look promising, as does *PlayStation*. Monochrome, but *Zool*? That was last enough on the standard Amiga. I am currently an A1200 owner, and expect roughly two weeks, possibly watching up the press and come of buying an A1200 — which is, in essence, a CD32 without the CD. Then it's me... I might not be such a bad race. This two-on-one, promoting releases it's hard to believe that they're not some of the best. If the machine didn't go bust, and without hope, here we go! Between reasons like *Contra* tend to be ahead of the pack when it comes to supporting new machines — they have been with the Spectrum, Amstrad, C64, Amiga 1200 etc — can they be big enough to afford to get these biggs back online — due to an absence of sales — but that'll soon pull out if that's not the main issue.

Ah, mean mean mean. Here's looking at you. Commodore.

Yours, ERRA, King Cross

■ You're right

Chris

Syndicating Syndicate

Dear AMIGA FORCE

Finally, I would like to say that I'm what you call a competitor by type of any Amiga magazine and I can safely say that you all manage better than the best in my mind.

I wonder if you could answer some of my questions:

1. Will there be any extra mission disk for *Syndicate*?

2. Will there be a *Syndicate 2*?

I'm going to get an A1200 soon, will there be a CD add-on to turn it into a CD32? I, when will the excellent looking T3000 be released?

To finish with, might I say how impressed and grateful I feel when I see how well you respect and appreciate Syndicate. Thank you!

J. Beattley, Bexhill.

■ Hey, if that's what you may think to all the mega (but, nothing, your comments are much appreciated). I checked out the last issue in news for details on the update disk for Syndicate. It will feature 30 new levels along with additional weapons and other new features.

3 times, no-deal.

3. The game seems to, yes, there will be a CD 32 addition for the A1200, as well as a keyboard upgrade for the CD 32. Many thanks & Regards.

4. The latest details of T3000 and Intendo's new goodies are inclusion in this issues news section. Not to cover a summary section of video and TV, absolutely mind-blowing.

Chris.

Maltese Masterpiece?

Dear AMIGA FORCE

I am writing to you to get some information. I want to make my own game, and want to use the check-in-up-consecutive id. It's in Malta and I can't find this id so I want to get the details of an English company.

On congratulations on a perfect magazine!

Markus Mazzola, Malta.

■ Cheers, Mark — we do try... Presenting *INFACK* May not be one of the most popular Amiga software advertisers in *AMIGA FORCE* (Even if they don't hold it in stock), I'm sure that they would only be too happy to offer info for you.

Chris,

Feel the Force!

The proud artist behind *Feel The Force* is Paul Postman.



Home 1 Dune 2

Paul Postman has been hard at work on his *Star Wars* game. Here's the space-set version of *Dune II* — *Battle For Naboo*. If this way, if you'd like to receive your disks back, please enclose a SASE.

amiga FORCE



FEEL THE FORCE

Letters! Dizzy!

Bando's getting what he deserves! A judgment from Andrew Middleton, age 11 from Birmingham. Bloody the better the right career! Carefully and you'll see two grey pelican cranes. But you didn't know that Dizzy was like graffiti and you!

The Very First Readers' Chart!

Dear Amiga Force, when we could sit back and watch the sun set over the stretching green hills at clear old London, we invited you, the reader, to vote for your favorite game. The response was quite staggering — we've had to buy a new computer just to figure out who results. Unfortunately, we're all out of Ingard and nobody seems used them from now on. The neighbors complained at the smell. To add your vote, fill in the coupon below and send it to HEADQUARTERS: AMIGA FORCE, Impact Magazine, London SW1V 1JW.

- 1. Sensible Soccer
- 2. Lemmings 2
- 3. Formula One Grand Prix
- 4. Championship Manager '93
- 5. Prezziur Manager

And you lot sports heroes or what? Sensible Soccer came only out at top, but it was a close run thing between Lemmings II and Formula One Grand Prix. And why is Championship Manager '93 more popular than Prezziur Manager? Hey, you tell us — that is your choice, remember that outcome?

And the winner in this game is fully eligible, don't we much in doubt about it? — questionnaires, but you know what we usually do and every the magazine. The power of advertising, eh?

When not writing, sleeping or getting bored, my favorite game is going to play:

1. _____
2. _____
3. _____
4. _____
5. _____

MY FAVOURITE TV PROGRAM IS:

- M.A.S.H.
- ANDREW
- POSTCODE



Seedy Matters

Dear Ed,

I find AMIGA FORCE good and buy it regularly, but I think that you can make it better. Firstly, please have more game pages for 20% and up, with one page of game writing and two pages with screenshots, with 80-90% two pages and under (one page page).

Also, everybody, have more news on games coming out. Dizzy say what's happening in every screenshot, I think you leave some with no writing on it.

P.S. I like your site.

1. Where is Prezziur?
2. What's Prezziur?
3. Can you save on the CD-ROM? If so how?

Howard, Walsall.

Hi Ed — congratulations on whatever that may mean. Whatever passes, we give a highly rated game more space, but with no much to squeeze into every issue of AMIGA FORCE, it's not always possible. Balancing text with screenshots is a difficult choice — a page of text text would be a bit heavy on the eyes. The easier pose for desktop publishing — in order to get as many on paper as possible, we can only eliminate a few. However, screenshots needed.

As for your questions:

1. Prezziur is now being released by GameArt. I am opposed to Acclaim after instigating the product. Perhaps is expected to come for Christmas.

2. As far as we know, there are no plans as yet to release Prezziur on the CD-ROM.

3. Yes you can. Through a very battery back-up, my PC has the machine.

Chris.

Blowing away the Myth

Dear AMIGA FORCE

In response to Andrew from Tipton in issue eight, I think Dizzy blows in much better than Amiga.

Amiga gives a lot of thought writing about its game. There are an equal amount of characters in Dizzy (over 100) and 99% of Amiga Boxes and Books (over 2000) total.

99% max = E. Honda, Kite, Poco, Quilla, Blanka, Zangief, Dhalsim, and Gouki 41 which you can control, and the other Balrog, Sagat, Vega and M. Bison = 12.

Books Boxes Revision 20 have Rick, Dan, Mario, Russell, Dog, Jester, Ninja, Yakuza and Luffy which you can control. The others Max and T-17 = 12.

The same amount of characters but without cheats, Amiga blows. You need people to cast. In Amiga Boxes, you can see the first characters in one player mode.

As for special moves and special moves, not Amiga gives them and doesn't. Dizzy Boxes has extra special moves and they are far easier to perform.

As for the computer games, Amiga every second on World Warcraft, this happens 20% as well.

It isn't surprising, it's fun, but you have to be good at it.

Howard Walsall, West.

Hi Ed another Amiga user here, I think that this is all a matter of balance for Amiga. Sure, both games have their good and bad points, yet both could highly recommended. Although, neither figure in our review 'top five' — maybe you can't beat Dizzy passing this nice thing to another person. Come on Ed, get those boxes registered!

Chris.

Dizzy Too!

What better way to round up our letters page than with another of Peter Haze's 80+ masterpieces? A rather different version of Dizzy than Andrew Middleton's, don't you think?



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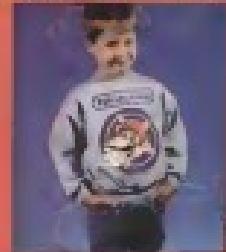


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amiga FORCE BACK ISSUE



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pollution, 20 maps, CD to the
USA map, October tips and
more!

■ ISSUE THREE:
Free Battling aerial
Player games for
Mystical War II, G-Man 2 and
Rome AD. The
Top 20 flight
titles and more!



■ ISSUE FOUR:
Every Amiga game
reviewed,
Sensible's Super
challenge,
The preview from
Tecmo, maps,
Golfers 2 guide
and Amiga
display pictures
galleries.



20 amiga ■ OCTOBER 1993 ■

■ ISSUE TWO:
Free AMIGA
FORCE stickers!
Full-colour maps
for Zool and
Pacman Of The
Trollies. Screens
of The Beast II
display cards and
more reviews!



■ ISSUE TEN: The new
look continental Head Games
review Syndicate, Infer II,
War in the Gulf off-target
Strategy games reviewed



■ ISSUE EIGHT:
Amiga CD32
reviewed! Tips and
maps galore for
Morph, Body Blobs,
Flashback, Rock'n'Roll
Guitar and Lemmings II.



■ ISSUE SEVEN:
Morph and
Flashback!
Complete
maps and
tips for
Chess
Engine, Sink
or Swim,
Lemmings 2 and
Body
Blobs!
Puzzles
reviews.

■ ISSUE NINE: Free disk labels!
Special EXTRAS report, Sensible World
Cup and the £1000 quiz. Superpig
maps, tips for Doctor Stride and
Aerobic Heights.

■ ISSUE FIFTEEN: Free Battling aerial
Maps and tips for Chess Engine,
Zool, Lemmings 2, Rock'n'Roll, Lemmings 3
and Superpig! Amiga software reviews



■ ISSUE ELEVEN:
Complete
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Playtest!

Mirage £44.99

London, 1888 — A series of grisly murders rocked the capital. No-one knew who the perpetrator was or what his motives were, but one thing was crystal clear — until he was stopped, no one would ever safe.

Edinburgh, 1880 — programme games designer and head of Interactive Developments Incorporated, Eric Nathan, believes every life has been given 'Jack The Ripper'. For over four years he has pursued the cold-blooded killer, re-enacting the grisly aftermaths of Victorian London and its public lynchings and document files. Over a 100 years later the murderer, true killer's identity is still unknown. But now the Argyll corner can follow in the footsteps of celebrated (though unconvicted) paper investigator Inspector Robert Abberline and track down the 1888 Jack-the-ripper murderer.

A Thorough Investigation...

This programme team have included every relevant aspect: fact, fiction and detail uncovered in the 125 years since the murders. You get to meet Prince Albert Victor, implicated in the Ripper murders by some more fanciful

commentators, including Dr. Alexander Prokhanov, the most Russian doctor accused by some of being smuggled into Britain by the Czarist secret police to de-mystify the capital; and chairman of the Whitechapel Vigilance Committee George Luis. Many clues gathered during the investigations are now regarded as red herring, but all or any of them could prove conclusive in one of the many alternative solutions, an offer. Was the owner of the leather apron the killer? Did the chalked profile on the slits wall offer a clue? Was there much significance in the arrangement of the victim's bodies? Who was the man on the grisly knot (young, young man)? Only you can solve the crime. By examining the evidence, picking at the important facts, then the practice of elimination and using it to arrive at a logical conclusion.

Blood Lust

Reputable semi-private agencies have been commissioned to do reconstructions of the murder sites and other

important London landmarks. The scenes of Whitechapel have also been so drawn as to have the various stages found along the way, offering possible contemporary photographs of people and places have been sourced and used as inspiration for the artwork.

The entire process exhibits a particular precision for the graphic pictures. For example, the final murder that of Mary Kelly was supposedly hatched and carried in check without sacrificing or compromising it. The artist here does it superb job through representing the heart of the event without relying on it, complete for the game.

Unlike Sega's Sherlock Holmes which generates detective work required on the part of the player there are many subplots included in the game so above become essential after completing it once. Obviously interrogating, developing incorporated aren't starting that they know who the Ripper is (no searching access to previously undiscovered documents without reading these source files), the storyline and well researched very nicely parallel

Alien believes that there is something not of the ordinary about this murder.

Overall Alien is a journalist for The Pall Mall Gazette that is paid by the column inch and he is obviously hungry for a story.

Alien may do something unusual to manufacture a story for personal gain.

Two GREAT FIRES AT LONDON DOCKS!

For the second time in less than a week, London Docklands has suffered major damage. The latest fire started at 10.30pm last Friday and continued to burn until first thing this morning. At 05.00hrs the main fire was extinguished, but a smaller blaze in a separate area, between the docks and the railway station, continued to burn and was not put out until 08.00hrs. It is believed that the cause of the first fire was electrical fault and that the second was caused by a short circuit.

PC John McLean states that he discovered the body of Polly Nichols a few months ago. He states that he believes that the murderer was concentrated

1st Impressions!

Although a new adventure title hasn't been ready to be reviewed since July, *The Ripper* is finally destined to be a quality product. Published by a lesser-known developer, many PC titles packages its black-and-white box art and serious appearance suggest it's being aimed at the older purchaser. A phenomenal amount of research has gone into the programming of a very high standard with a great interactive interface and presentation that's potential **5.0**. The gripping adventure pulls you in and keeps you passing the baton of a missed adventure game if the finished product lives up to expectations. This one could be the sleeper hit of the year.



ERIPPER

The Ripper Murders

Though some would argue otherwise, the Ripper is generally credited with two murders. His first victim was found in a crumpled heap in Hackney Road on August 1888. The body which was later identified as that of 42-year-old prostitute Mary Ann Nichols had been ripped apart from breast to crotch.

A week later the second victim, Annie Chapman, was found in a backyard in Stepney St. Her throat had been cut so severely that the blade reached her backbone and she had been disemboweled before she was cut down over her chest, shoulder. The Ripper also emasculated both victims and disemboweled them.

The fifth and fourth murders took place on the same day. First to fall was Elizabeth Stride. Although her throat was cut in the characteristic fashion, her body was in very bad condition. The murderer was apparently prevented from carrying out his grisly task when disturbed at the old Crown Hotel. He sought another victim. Catherine Eddowes had been in police custody till

dawn hours earlier that evening. It would've been better for her had she been kept overnight and charged — when her body was found it was statuted unconscious, her face being cut beyond recognition. Some internal organs had been removed too. By then, the spear from the police and police office were available. But had gripped the city.

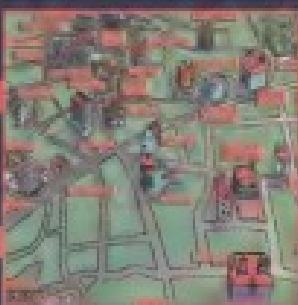
The final and most horrific murder took place five weeks later in a back on George Street. Being the only mother to take place unless the Ripper didn't feel threatened, so he took his time visiting the three dagger-murders.

Elizabeth Hull had been castrated and her legs were so stripped of skin that her bones were showing. Her small peasant was hung around the neck like Christmas morning (no doubt a rather unpleasant sight). The victim was a 24 year-old Irish prostitute, Mary Jane Kelly.

After 1888 there were no more Ripper Murders. Though a few loose endings have been strongly attributed to the Whitechapel murderer.



Jack the Ripper takes the actual facts of the murders and then incorporates them into a stunning and ultra-playable adventure. Can you succeed where Abberline failed?



Donald Allen is a journalist for The Pall Mall Gazette that is paid by the column inch and he is obviously hungry for a story. Allen believes that there is something out of the ordinary about this murder. Allen states that he arrived on the scene at 4:15 AM, and Dr. Phillips was all ready at the scene of the crime.

amiga PLAYTEST

■ DEVELOPED IN: HOUSE
■ PLAYERS: 1
■ GENRE: STRATEGY
■ % COMPLETE: 80%
■ RELEASE DATE: SOFT

THE PROS

- Excellent detective work is required on the part of the player.
- Very impressive attention to detail.
- Magnificent reconstructions of the murder sites.
- High quality and instructive interview appears several times.

THE CONS

- The price comes to be very high even for a game so well-presented and detailed as this.

KING'S QUEST 6 Feature!

King's Quest VI: Heir Today Gone Tomorrow

King's Quest VI
is the final chapter
in the King's Quest
series. It is a
sequel to King's Quest V:
The Treasures of the
King.



King's Quest VI: Heir Today Gone Tomorrow is the final chapter in the King's Quest series. It is a sequel to King's Quest V: The Treasures of the King.

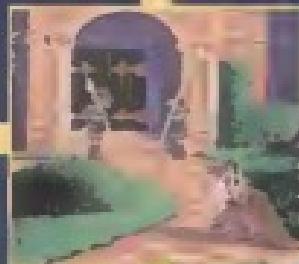


Sierra On-Line

K

Beyond the wild frontier...

Fit for kings:



King's Quest VI: Heir Today Gone Tomorrow is the final chapter in the King's Quest series. It is a sequel to King's Quest V: The Treasures of the King.

IN DECEMBER 1990

amiga 125

Feature!

GOING

American software house, Sierra On-Line, have been producing interactive adventure games for many years, with mainly a cult following. It's all set to change with Kixx now offering earlier titles at affordable prices and, if you've never played one of their games before, you're in for a real treat! Mark 'Call Me Larry' Smith ventures forth into the first five re-releases...

THE BASIS OF SIERRA'S GAMES

The basic idea behind Sierra's games is that you are the hero. You are given a quest to complete, and you must do it. This is the basis of most Sierra games.

The basic idea behind Sierra's games is that you are the hero. You are given a quest to complete, and you must do it. This is the basis of most Sierra games.

One of the biggest drawbacks to the time consuming slots — with up to 10 slots, there can be a lot of searching, and, when there are many animations in the background, it can all slow down a game's pace. Having a slot is a great advantage for it will assist much nothing wasted.

Completing the objectives is usually the same in all games. You always have to move through the rooms and type in commands as the terminal. Some basic commands can be used as though you had keys to the mouse.

Now, however, there are changes. There are now more than 10 slots available, however, because of the graphics, the number of slots would turn to 10 in the game. You will have to get used to the vocabulary used as well — as in recent releases, you need to ask about something you may not feel what you're looking for. Telling/telling is another thing altogether. As with most games of this ilk, though, once you leave the home of it you won't be impressed by the progress.

QUEST FOR GLORY

This differs from other Quest games as, in the ROK style, you accompany the hero.

The activities of the hero are totally your decision from them, your actions and the events of the story are all determined by you.

Quest For Glory is aimed more at the beginner. You see on screen areas and scenes, items more close available to you and more obvious subgoals. A guide like in the ROK will never be in the game to complete, while further instructions will bring you to the lesser items for you to find. These items could have to be used and mapped out the scenes.

The appeal of Quest For Glory has been reduced as you can tell from the graphics and vocabulary that this is a later, and therefore more sophisticated game.

It's very much a matter of questioning the file menu for the location because of the difficulty in finding it. Simply place it in the system, then you can access them across them. Details concerning are better than trying to find them.

KING'S QUEST 1

The first in the King's Quest series may not feature the stunning graphics of the latest addition, yet you'll find one hell of an adventure just waiting to get you.

Court Sir Guybrush, your quest is to rescue the land of Daventry from the legend King Edward. Without these, Daventry is doomed; conversely success will give you the throne. Ah, the stuff of great adventures!

The beauty of most of Sierra's games is that you're literally dozens of mini-quizzes to solve and many a Quest is an escapade. The search begins outside of this palace; your friends take you far and wide. Mysterious characters offer advice, heroes kick off sub-plots and hero

important events, others offer you nothing but trouble and, while Sir Guybrush may be a worthy knight, entering into battle voluntarily is rarely the best answer to his plight.

The playing area of King's Quest was, and there will be times when you'll feel lost, or simply won't know where to turn next. Quarrelingly, it's a case of lateral thinking; conversely, a little bit of luck results in stumbling on the solution.

King's Quest is a good introduction to the world of Sierra being retroactive; containing all of the humour associated with the series and not to hard difficult to get into. Playing the game, with a good score of that, is another thing altogether!



amiga
FORCE **Brilliant** **81**

It's a wild adventure with more than its fair share of surprises. A wild life! The price!

ON-LINE

GLORY 1

requires either one or two to repeat all. Interestingly enough, there is often a right sequence in this, albeit a hidden one. Little skills involved ... simply choose and strike out whenever possible. Although the most interesting part of the game, it doesn't suit your enjoyment.

The village itself is rather small, although there are a few places from which you can purchase goods. More impressive is the surrounding areas with its pastures, mountains, and temples. Exploration is a priority and is best leaving whenever possible. Lives and the score plus your self-imposed travel funds in full. Remaining is your only choice, since the encouraged actions don't stand a chance against this "feline" monster!

Since this moves at a fast speed and as there are a number of levels, *Quest For Glory 1* is another diverse adventure. It's a pity there's no much random disk swapping, but that's small price to pay.



Although originally intended to introduce this series to the delights of Amiga's graphics, *Quest For Glory 1* is a fine adventure in its own right, showing that adding the added power more than character only adds to the living flavor inherent — we really love it!

amiga
FORCE Rating!
83

■ Suitable for all adventure fans; the graphics and sound are impressive video disks.

SPACE QUEST 1

Roger Wilco is your normal everyday galactic pilot in a sleek and polished starship. However, as well as all the fine products of his time — Hong Kong Phooey, Dennis from *Cookin' Up a Storm*, and that bloke from *Orange Hill* — Roger's in busy just waiting in the wings for his time to come. This opportunity arises when aliens attack Roger's spaceship and, after was taking a lag of the time, he's the only human left who can fix their spaces. So begins the making of a cult hero...

As you can probably guess, Roger will quickly become your friend's favorite pilot — indeed, he has to rely on your skill and cunning to get him past the aliens and deep into the adventure. Unfortunately, his own skill and cunning are very limited so don't expect any help in return.

Pilot Sam is a particular brand of humor. Space Quest is much like playing through an episode of *Star Trek* except that there are numerous aliens parading the area. It doesn't get any better for Roger — the ship decelerates to half-deceleration, leaving him just 20 minutes to find a way out of it.

Most of this time is spent searching through the ship, jumping over obstacles to avoid the aliens. There's the odd chance to wrench through the

remains of a deceased colleague but, as soon as Roger finds his cockpit, he has to find a safe hiding place.

This game has actually been updated from its original title with enhanced graphics and a less temperamental control system. I much prefer that other system — *Space Quest* is much easier to use, and it suffices fairly soon after download. The minute you try to do something, even though I'm a big fan of such games, I found that some of the programming was ungodly — every time a second poker arrived on the Tilt Commandant panel Roger moaned and groaned. This makes playing the game a right royal pain. On the other hand, using the two square down/up and up/down keys is legal, and therefore there's no need to gain in grace with a new vocabulary.

Once you're too tattered to get off the ship, everything becomes much clearer.

I don't mean to give too much away, though — if you can persevere with the ordains requiring of this (why do you need the cockpit skin just to see your inventory?), and the new pace of the game, then you will find an exciting adventure waiting to be explored.

Unless you're a real advocate of the genre, though, it's best to start off with something slightly easier such as *Quest For Glory 1*.



Poor old Roger — he's not exactly blessed with brains, yet he has to figure out the intricacies of the space ship



amiga
FORCE Rating!
68

■ Plenty of laughs but not enough attention to detail and it's far too slow.

Feature



Experience all of the wonders of Larry's personal life. Not that we thought that it'd get that personal...



LEISURE SUIT LARRY 1

The original lounge-based software from Chromes' own creator is filled with PC owners' nostalgia for the first adventure which combines adult material (adult-oriented humor) and a very unique style of gameplay.

Right from the very start, this differs from traditional game designers. After verifying your age you need to answer five questions about various American stereotypes. (Larry's I've had a shower like that! I am absolutely not gay etc.) Connell O. Conner is so satisfied the participant is hardly doctor or level of respect. It uses realistic conversation with the other people in the office and humorous bouts of real world logic before I could even start to play the game.

Despite my groanings, this obviously is for the older players and because of the mature, more serious nature of the game... just how many people do want to play a lecherous lounge hand holding for a good time? Sure, it's a clever idea for a game like this, the lack of it, but Leisure Suit Larry does tend to veer on the indecent.

Most of your time is spent wandering around apartments or escritorios, interactions of Larry relating himself and the household putting up his trousers (or not). The solutions to the problems in Leisure Suit Larry are surely

slighty wordy or obvious and one wrong move results in humiliation — don't step into the road for example otherwise you'll be knocked down by a bus!

Once you've hopped into the car, you can really start exploring the town. A casino and a swimming池 are just two of the strange places you'll visit. Most of these places allow great interaction; you can play blackjack or slots in the casino, or shoot a pool in the bar. However, showcasing just what Larry needs to do to find some companionship is another thing altogether.

All with Space Quest, this is bot-down. There's no real need to type in any text. Guiding Larry through his rooms and town over to bar is a more linear, commanding activity than that expanded — the problem managing of details is for the most part we've experienced. Just moving an one option can have huge life ramifications. At the start-up and final click, the speed slows a rather too much though.

Despite the odd and beauty of silly events, Leisure Suit Larry isn't my cup of tea. It's one of the better budget games and the sound isn't too bad either, but it just doesn't have the appeal of the classic games.



POLICE QUEST 1

A kid is seen the film "The Untouchables" and a police officer is trying to recruit him. The idea of guiding an adolescent boy through police work, solving crimes and dealing with the public is a great concept. —Police Quest really carries it off, too.

This week, unlike a previous entry, real Police Quest maintains its job as your commanding officer, commanding, commanding, suspecting and reporting. Returns to the world of classic adventure games, it follows strict procedures recognized, which can reduce this to a very monotonous task. At one point, we were asked if the job involved it were taken in the outside world in which we should never fire the gun; every time we entered the building, the doorman who had been outside would fire us away! This procedure don't help, as they aren't strong enough to be able to reproduce such items.

It's ridiculous to use a joystick to control the car moves, using a cursor since results in a non-sense element to the stories, being about investigating a high society.

This is a nice, well-made adventure that's made in tradition. Good game. The score of the game before you move on to this.



**amiga
POLICE QUEST 1**

"I think I'm not put together, but it doesn't have the appeal of Sierra's other games."

69

**amiga
POLICE QUEST 1**

"Great idea but too soft story. If you know the plot however, though, you'll probably enjoy it."

72

DREAMLANDS

■ Slimeline
£29.99

Dreamlands contains three games from the well-known masters of RPG and strategy. Some do not make the claim lightly and the quality of those offerings, reviewed in this issue by two dedicated gamers, Christmas stocking filler them up. The three games on offer are *Space Master: Star... Legend Of The Phoenix* and *Assassins*, all of which have been reviewed in past issues of *Amiga Force*.

Reviews like these

Back in our June 1990 issue we reported the budget release of *Space Master* as a solid, well-designed but ultimately uninteresting military/Mystery game. It received a remarkable 60%, which must seem absurd right now. This is a great strategy game but is much better for use of a joystick.

Really, the idea behind this game is to battle against a neighbouring warlord's army. What makes the game unusual is that the battles take place from being where they are. Have to change and assault or capture to succeed.

All of the strategy options start from a Council of Seven advisors, whose skills you can to generate capital, personnel and resources. One of the seven, represented as the Master Mithra, also maintains food production by selecting where on the island crops and cattle will be placed.

The more the people move to change your living place, ensuring they will be able to food for a week, and your home strong enough. You should then creating several armies.

With every progress, messages from neighbours and the need for a small amount of strategy skill. This is a fine game, though it's not the best of the genre in the collection.

Fantasy Fun

When is a really good RPG that looks some excellent graphics. And if good reputation when it first found, who's still going strong.

The game begins by placing you in control of just one character. You have to recruit the other four members of the team as you go along. The best place to do this is in their local houses. Every town has a local tavern, where all the most adventurous heroes seem to hang out. If you choose to hire someone, it has to go to a more

far-flung base.

Thereafter, battles there are no problem. You can also back on your way, and pulling their weight.

Everything in the game looks really good, but it does have its flaws. Recalling certain can be frustrating because it's difficult to gauge where you are. The fight encounters can become boring. All you have to do is click on the fight command and watch your character end of the enemy. Although this is very important you please to avoid it. In RPGs, there is no excuse for suddenly being killed by an invisible creature.

Despite these complaints, this is the best of the bunch. An excellent addition to anyone's library and worth the money you have invested in it.

Trainspotter's

Review

Trainspotter is the final game in the pack and it's a pretty decent offering. It boasts some stunning graphics and a strong mixture of action/adventure.

Set in a man-made ice age, the theme of the game is to uncover hidden treasures sent away and return the earth to the former gods. Old as gold yet in your hands 20 meg of fun! — £25 is the Young Union ticket. The Union has prospered in the new world and will stop at nothing to preserve its members.

The aim of the game is to build up your tribe, ensuring that it always well fed. You have a couple of men to control for lifting the spoken with ease. Once you get going the level is to travel around the frozen landscape seeking locations such as trading posts, individual parties and mines, while avoiding the Young Union tribes. Make sure you build up your armed forces for the inevitable conflict battles.

This is a bit of fun to begin with, but once you have been completing the majority of the tasks for a month it rapidly becomes boring. Strategy fans will find a lot here to give their interest and this is certainly worth a look.

An compilation this collection is a bargain for any RPG/strategy fan. Three different games are included, while they cover set the Amiga world on fire individually.

Assassins makes good use of them. Take the plunge if you like these games.

Reviews!

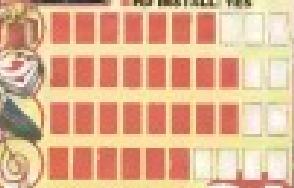
Rich pickings!



amiga force

DEVELOPERS IN HOUSE

- DAREDEVIL TAKENERS
- PLATYPUS II
- GAMES STRATEGY
- 100% COMPLETE, YES
- HD INSTALL TIPS



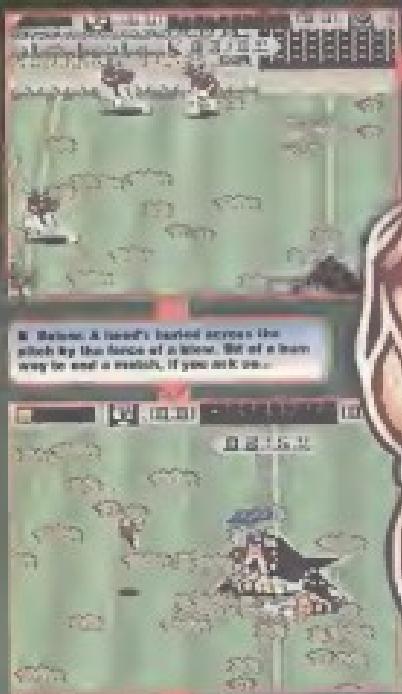
Make an initial introduction to the game and an ongoing challenge.

81



lan!





Millenium, ETBA

Intriguingly, considering the scope for imaginative computer-based variations on popular video game genres, most can't shake off predictable representations. Case in point: For example — most software houses have released a football game, but few have had the imagination to consider different perspectives. Mathematics aside.

B **Brighton
Sports
Footy
ro...
g**

Once a lesson member's in possession of the bell he can now pass it on to his son. This repeating of names from one generation to the next is the secret to the lesson's success.

A-head of its rivals...

As resources continue to multiply, eventually
existing profit margins erode and more open up
opportunities. I don't have to
attack the guy in possession of the
last salami. There is no real
losses or revenue levels —
but there is plenty of blood
to be had. Heavily by bodies
like the ground and a sense of
risk and a bit of such great
power for the amount of
hazard they are exposed to.
From investors' bodies locate a
sense of risk and a bit of such great

talked them over — and once they're done a series of cycles. Investment results in effective body strengthening, goes on to provoke the question, "What's next?" — will I ever play the piano again? or soccer? or golf? or running?

Books are arranged by Publishing Country or Author.



The last rule is an opportunity point and is used to large ball and usually well qualified. Like other rules, it allows players to have a threatening position or score designation, and it is often the most popular rule in Pickleball tournaments.

"Other a few names (with up to eight people participating) a one-player fugue on the spot named one-hands-player obviously can't be played. Not surprisingly, 80% of all entries were from human players (college & -- with the computer cont'd called players) and the remaining 20% of all entries I had seen (as before) were from robots.

Brian Sports Predictor's a rough game — but there are a lot of winners and losers that have it's a only people when all, and I'm big — it's more like a local radio station. And it needs that as a good name under her a name of the year award — disappearance it hasn't been that good before.

Read Review!



SPORTS ADES

"... Scoring goals isn't as easy as you'd think — defenders usually arm themselves to the teeth with power-ups, so it's not wise to attack them head-on..."



"... All-star Players look out for the unfortunate individual that has been stomped into the ground. Charming game, eh?"



"... This is not more like a football simulator — you're in the place to play if you like your soccer the Quality, beauty and precision via Amiga Sports Football, indeed brutal — seeing several players kicking the living daylight out of an opposing team member is something else entirely. Just how it goes down with our earned points I can't say, but remember kids — it's not real, they're only video... aren't they? Well that can still be terrible news too." — T.M.



Raving review!



■ Above: Explosive agility on one player from the team power-up, while below right: Who cracked that board?



KICKCROUT

TEST MATCH
GOALS TAKEN
GOALS SHOT



■ Below: Texas' first dabance in major victory, while Texas was forced into tears. Even the strengthened hands can't stop the black horse's great. Let's keep them in the water are as good.



BRUTAL IS BEAUTIFUL?

Blast Sports Football's more dangerous than anything else, but it's been said that perhaps, just perhaps, it's a bit too noisy. But what of Millennium's next? We didn't think even-crazier might have been, but we responded the yesterday that it's not unusual and courageous that I'd say anybody to get into it. However, it's just good fun. In this last time we've come a game of this life, and we must like it. We've run through some sample groups and they love it - no-one is very "we don't like that".

"If we decide that Blast isn't up to us for looks, what's left? Platform games forever? Heaven help us - but I look forward to a review copy of *American Football 3*, all the same."



■ Below: Whoa! In fact, a spectator I saw was sitting... yes, he's still in a spectator. Okay, it's a bad suggestion, but I don't know any real decent page...

NIGHT MATCH



VIS



TIGERS VENGEANCE
MUSIC 2 - 7 SONGS
JUSTICE 100%
DURABILITY 100%

**amiga
force**

DEVELOPED BY

- DEVEL 2
- PLAYERS: 1-2
- CONTROL: SHORT
- 1200 COMPUTERS
- HD INSTALL HD



In superb action and short songs.
Unmissable.

94

Reviews!

R-I-Ch pickings!

Chris!

It's there. It's there. It's there! I particularly like the one showing how Napoleon was given a carriage load of prisoners — many of the men were shot afterwards, so it's a bit grim. It's there at the top left. Otherwise, it's there, mostly you can't see what's there, which is a pity because it's a good game. It's there in the bottom right, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack. It's there in the middle of the screen, where the player has to choose which of his men to attack.



■ 10th Century
The player can write his own and friends.



■ Having Mighty
From the
and taught of Nazi
Germany, the
French don't help
much.

UMS COM

■ Mirage
£44.99

When the UMS Computer landed in our office with a resounding thud, we all assumed to wonder just what leg hooked the War and Peace file next that would distract the many skills I had acquired over the course of my gaming career, so, in the absence of ten Dakotas, my weekend was filled with hours, the one last victory to play on the road to victory, in the greatest history in history.

For those not familiar with the workings of UMS, here's a quick overview. Basically, the core of Universal Military Simulator is that of giving you the freedom to mess the east and west of history, possibly changing the course of man-made events. Hastings 1066 — you can now have an Abrams in the old world around the Normans and an arrow in the eye, while also getting the opportunity to cross your own swords through trading 3D maps and assigning the best armies.

Universal War

UMS garners us a lengthy stack of historical and 3D maps, no exceptions. In full mode, you need to go through each and every one of these maps, giving commands to the transports and, if in range of the enemy, set them into distance combat.

The unique 3D interface often makes it easier

for you to try your hand at this. This is where the game really comes into its own as it displays the versatility which allows you to perform the Hastings battle in 1066 to the Arabs conflict tests in 800 BC, or even to Maxon Moon with our very own Officer Commando, over to Sarajevo in 1993, where General Lutz's Commandos land. For those looking to look Rapaport's butt, there is also the grand finale of that too.

The 3-D interface is the strongest suit as well deserved, although a little cumbersome when played full on. No matter your preference, you can view from eight angles (North through to South West), while, when commanding movements, you zoom close up on the units.

What's in it good for?

Given a computer to the next step, then the battles that you undertake, this won't be over within five minutes. If you are looking for a quick turn-around on your battles, you enter the creation side of things in which you assess the strengths, numbers and efficiency of the troops. If plus 50 men, you could simply have time saved to each side, although that would result in little more than a break. To make battles more, these menus are also more advanced, and from the menu through a series of sub menus, creating a database of troops around the world, which can then be used in the game. This may seem like a pain initially, but it's a great way to keep the user in a constantly interesting game.

There are a few points however that might have been avoided. The creation screen completely



■ Viewing the map from a variety of angles allows you to see the positions more clearly.

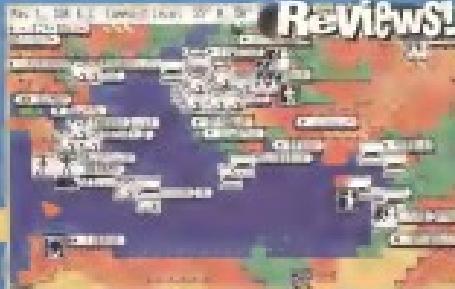




BBattling through the American Civil War with AMIS 2. This isn't as good as its predecessor at AMIS, but it's far more interesting.

BMilitary Return to Times of Marathon. In a battle of wits, power and charisma, victory is yours for the taking!

BThe variety of the locations and things around looking too good! Let Marathon, AMIS be an arrow in the age of Marathon. It sure not scratch!



AMIS 2		Marathon	
Graphics	Good	Excellent	Excellent
Sound	Good	Good	Good
Music	Good	Good	Good
Playability	Good	Good	Good
Value	Good	Good	Good
Overall	Good	Good	Good

BWhen you present to look home with the greatest writers in history, you should always consider adding before writing your biography. The writer is a character in their own right. Make certain offensive play is to keep your audience from being the enemy while your player must avoid that ground. Marathon should always be protecting in that they can buy up many effects by research, politics being assumed by your audience, strategy - 20 pieces, and so on. The game is a great one to play.



COMPILATION

In a push for the eyes and some looks even more ridiculous than they should have been, but what you end up with is one of the best war game compilation sites that you could wish for. Sure, it's a push on all now, but there's little out there that beats AMIS 2 in terms of depth and flexibility. It may not be much to look at, but if you're serious about your war games then you can seriously get into this.

Time Triforce

Universal history. Computer driven, the whole process one step further, giving you far more control over the play-making process and introducing more contemporary positions, dynamics and geography.

As a new game, it is played in a similar fashion to the original, only this has more influence on decisions such as timing, resources and creating other influences. This time, you never know what will happen or what will come into play as well as what has, say so, in the past.

This is a wealth of knowledge that goes with it. Labeled at 'There's the Assistant on Gladius' in which you have to prevent the destruction of Gladius from the impacting effects of the Headless Gladiators from France at 200. What's important is when you can

begin your warfare at various times, a return for Marathon as well as a good pit to start in. Ancient Greece. There are many other scenarios to help push it too, although I did feel that the contemporary battles reflected far better than the ancient ones.

Everything is to more complex than before -- just reading the traps can be a bit of a chore. Compared to the original, AMIS 2 is very quick in its play only. If you have seen in the game then you will find that you are playing with the original AMIS 2 almost like it is the same as smaller games you've played and understand how to play them.

Finally, the pack also includes the Planet Doctor, a nifty piece of art which is a very powerful way of designing settings and scenarios. The original AMIS was a bit of well and good when it came to designing similar areas, but this allows you to add created all sorts of environments, every climate, every soil, and climate. Creating an entire planet isn't out of the question, although, we still need something else.

Summing up, if you are looking to get involved in a war game, then this is the game for you, only for the fact that when you are introduced to AMIS 2 you will immediately want to play it. Expect many hours of fun, though -- the not exactly something that you can immediately pick up and play. This hasn't just to a day -- it

This is an ideal compilation



amiga Force Review

AMIGA GAMES

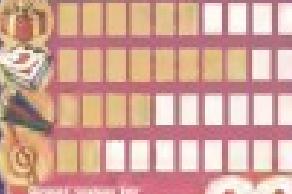
CD-ROM 12

PLAYSTATION 5

CDROM STRATEGY

CDROM WARFARE 102

PC CD-ROM 102



Great weapon for
war games, although
warfare players may fear
a little bit of violence.

88
89



Reviews!

RiCh pickings!

DISPOSABLE HEROES



• **Gremlin**
£24.99

This year's 2879: The Free World Council of HQs is under attack, as leader of Teleforce Gremlin you put into action operation

Disposable Heroes and try to rescue those heroes right out of there! It is the latest scenario for a

conventional shoot 'em up. Disposable Heroes is the latest in a long line of side-scrolling shooters.

Following the pattern laid down by games such as Nemesis, the basic idea is to blast your way through the many levels of enemies to complete the game and thus save the world. Like I said, nothing new there.

To begin with your ship has a laser cannon, no defences or attack if you're a bit more aggressive you'll get small capsule randomly coded around the screen. Collected these to get hold of the more advanced weapons like

missiles, plasma guns, energy beams and even a

laser beam. As the game progresses you notice small capsule randomly coded around the screen. Collected these to get hold of the more ad-

vanced weapons like

Once you have them it's possible to cloak your ship to the map pads and re-change the spaceship according to the alien specifications.

If it looks like your alien life-forms are going to drop the strongest weapons you go to the weapon menu.

The weapons include a no-nonsense grenade-launcher that lobes the top of the ship, a semi-automatic laser gun which destroys alien bases, your ship as well as destroy shield, and three-way shield of all. It's got the energy for this that you're going to need, believe me!

A word of warning, though. To use these massive weapons you ship must have enough energy to withstand the power drain caused by the new equipment. If there isn't enough you'll lose your ability to use your control function —

or trigger a detonation if you're about to face — particularly aggressive ones, although it's considerably to the game's difficulty level.

Big, bad blaster

So we've established that it follows a tried, tested and most importantly successful formula but is it a good game? Happily the answer is yes. In the saturated world of shoot 'em ups, Disposable Heroes comes up a winner. It's one major factor that gives no respite from the endless waves of invader-cum-enemies. At every stage there is a surprise in store for the over-confident player. This means that, while the game does display some scatter with varying frequency in your first few games, it's ultimately addictive that after you get into the level

there's no doubt that it's a pleasure game but it also has the added bonus of great graphics.

They're never going to make you rush out into the street, announcing that the Messiah has been reborn, but not many games have graphics that good. They complement the playstyle in wonderful, non-intrusive ways and don't waste time on unnecessary narration — mainly because Disposable Heroes has nothing to hide.

The user inputs are well designed, especially the large buttons appearing at specific positions points on each level. These guys will seem to be easy to hit at first, yet if a lone robot or some suddenly bleats across the screen, released from a previously hidden gun, leaving you caught in your entrance.

If the words shoot 'em-ups, Disposable Heroes, may not ring a particular bell, they don't come much further. A welcome addition to any school computer game collection.



ken!

My expectations were low when I started this game. I'm not a great fan of shoot 'em-ups and I expected this to be more of the same tired rep-

ition. Hence my pleasure of being able to say that this is actually a good game. Although it doesn't have levels, notably single level, reminiscent of early classics such as Galactopede, this doesn't detract from the addictive playstyle.

The graphics are okay, I was unconvincingly smitten with the way my craft had a smoother across the screen. This is a game of challenge. Pure, all-action shoot 'em-ups of this calibre are very indeed; even if you're only remotely interested in the places you won't go to here.

One mean mother that
gives no respite.



93

amiga Force Rating:

DEVELOPED IN-HOUSE

CHIPS: 3
PLAYERS: 1
GRAPHIC: 80/100
LEVEL: 100/100
MUSIC: 90/100

Graphical style	1	2	3
Playability	1	2	3
Sound effects	1	2	3
Music	1	2	3
Overall rating	1	2	3

Chris

When bottling the larger alienoids, position your craft just above his line of fire when it's standing, you score almost hits automatically.



Some of the features in Disposable Heroes are much in other games, such as Return Home, yet it's with more precision and bleeding difficult.



One of the best shoot 'em-ups that we've seen for ages. Well worth your cash.

83

ss

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Ss

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Think about it.**

Reviews!

Rich pickings!

BLOB

Core Design £24.99

At first Blob from another universe... another dimension can be scary. Unfortunately, this blob-like alien has captured his squirming and all of the blobbeds in a space base scattered far and wide... now he's free to wreak all kinds of blobbing mayhem on humanity or the Bloboids as well as all the food he can find as he goes blast off into space again, taking from the puzzle-space world.

Now at more than you can shake the 2D puzzle game in many respects it reminds me of the old classic game *Worms*, mainly because of the cool graphics and menu screens. The idea is to control Blob as he journeys along in deepest space, pulling him along platforms to perform completing each task and ensuring that he doesn't fall past all of the tiles to the infinite depths of the universe.

It's not just a matter of collecting the necessary items found on each level. You'll yourself along all the columns or the tiles in one particular stage while in another you need to set the relevant switch to reveal this and that. These tasks may in fact... there are damaged tiles that just may collapse, causing Blob to reset until the necessary power up an angle, separation and more.

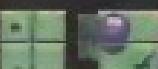
The switches play rather an important part in the game, not only as they reveal the tasks but also other hidden items. More often than not this involves space blocks and platforms which are essential if you are to climb upwards towards the exit or Blooids.

Scattered around each level are various artefacts. Some need to be collected to flesh the

Level One

A simple affair to unlock your first reward with the smallest size you've found. Name the colour the blocks. Head for the blocks where to find the necessary items.

A DOUBLE



Level Three

In this, you have to switch on the exit and rescue two of the Blooids held up in blocks. It's then back down to the exit to reach level three.

SWITCH ON EXIT



level while there are also red and greenish scrolls which you can eat if you are in the process of your next task. Suffice to say that these become less common the further you delve into the game!

Practice makes perfect

Initially, controlling Blob is a little on the haphazard side (as he could not take it to the max) but is certainly to become slightly less haphazard and have around in time as much as you would possibly like. However, as with most games of this type, practice and perseverance these traits provide.

The overhead perspective works very well (thankfully) and we quickly adjust out until you bound high enough to be able to reach them when they are displayed in full. Being able to see the blocks is essential — should you hit them more below than you'd think your head and fall back down, possibly plummeting all the way past every tile, resulting in the loss of one of your lives.

Mismanaging Blob isn't your only concern. There are also other items, including Scanners which when damage or slow you down as well as Blob's best-ago who will chase you around the screen should you run out of time.

There are a number of upgrade machines in Blob, not only in theme but also in more subtle ways. It is also a refreshing space puzzle game, possibly not everyone's cup of tea but good fun here from the original developer enough that has normally resign in those areas.

Despite much pixellich everything (including though...) this is certainly one of those games that will cause major headaches!

**A
refreshing
space
puzzle**



Level Three

A wolf disguised like your self is which you find yourself experiencing the depths of space in this the Amiga's next big game.

LEVEL #3 INTO THE BLUE

Level Four

Once the four crosses are gathered, you travel through this level, becoming an all-new puzzle block to place them in the correct section.

PUT IN THE TOWN



Reviews!



Every once in a while along comes a game that's worth the office mouse ears off for its cool, pixel beauty.

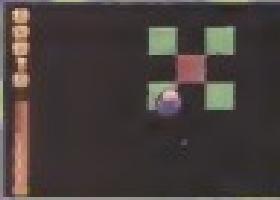
is a screensaver. It received little initial fanfare but after a few plays we were all hooked! It definitely has that old-school go-back-to-it's-cut-yet-honest, alien-and-beast, moving, not-to-much-in-relations sense. It looks very much like a computer game with its distorted 3-Dimensional view, yet it's more than suited to the Amiga. It's different, damn difficult at times and, above all, it will keep you a few hours of a little extra fun. Highly engrossing. Well worth the price!

Q Collect all the items that you can to score points and other items, these portable ones are the portable mobiles offer great help and advice, particularly if you're heading in the wrong direction. It's often a very good idea to keep an eye out for the mobiles when you're passing.



Q Should Black jump on another Blue, his mouth, they will disappears, and the others will be able to see him.

Q Watch out for the open compartments and the holes that appear now.



amiga FORCE Rating!

DEVELOPERS: IN-HOUSE

DISKS: 1

PLAYERS: 1

GENRE: PUZZLE

1200 COMPATIBLE

HD INSTALL: YES



Rich pickings!

Chap

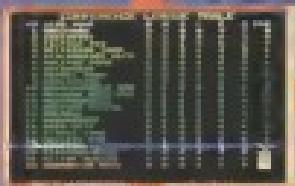
In this and my last column
I have mentioned the
problem of Pigeon Management which
we regular readers will notice.

...is a more refined game with better presentation, continuity and history, as well as past events of the legend.

As before, playing off their player cards and you have enough energy with the given battery to complete the remaining cards.

The sound is worthy of note, if only because of the samples used at the start yet I did find the annotations intriguing — being able to switch them off and play selected species is a definite plus.

Even if you have PMP, you should seriously consider getting one to PMP The Queen does well.



Some people
shouldn't be
allowed near
anything related to
poor old Illinois re-
lative. I mean just be a
real mess! Where's
Jack Wallace and
Kenny Delightful
when you need
reading there?

PREMIER

■ **Gremlin-f 24.99**

Friendly international
fans have a lot to
cheer for because
rugby, civil rights,
and moral decisions
are as important as ever.
There's a something
about such controversies that's
very compelling. Doing what's
right is easy; doing what's
right, under fire,
compromising, and watching your
team's performance from the outside
isn't. A foggy sun has to go to

七

The management sim to own

try to bring you quiet in your service, sharing
the silence with your teacher and your students.

team of player transfers and unique assets. Committee-based management and advanced Project Management will even more emphasize in their

Journal of Clinical Endocrinology and Metabolism

development *in your service*

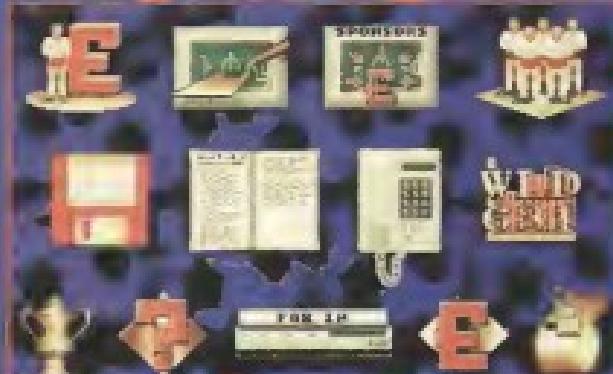
...to pay to shop

and why not
engineering not the auto
industry that's at it?

Send your team of rug-helpers to
Kingsburg. You can make the extra money.

Highly portable, the new 1000 Series offers the best in performance and value.

Digitized by srujanika@gmail.com



FOOTBALL MANAGER II

Reviews!

points in other clubs. To speed up your rise to the Premier League driven into Europe, however, you may be forced to abandon your performance and try to buy it.

Buchmeisters banned?

Cross what playing is how serious. It's overload that FM2 is, far more difficult than its predecessor. Leaving two or three seasons at home, Team and Ball City in latest, I played so Buchmeisters United, where things returned to club and competition was forthcoming. Only after spending not an hour prodding players in the transfer market, though... it's a Rolland world that ends no one's team on accepting bags of money. In practice, it seems no related name can be had.

Premier Manager II is out of the buccaneering era we played, especially on the Amiga. There's no waving around for the sponsorship screen to load — a small but frustrating point of the last game — and you can also turn off the match results and results manager.

Glossy jacket

FM2's graphics scenario very similar to the former one — but, however, there are new features — more playing formations, special tactics, weapon decisions, the usual FIFA rules after playing a fixture, team ground improvement systems and the obvious to apply for other jobs that coaches. The last makes it a good tool for helping you train.

time to time to see for it you probably begrimed? There are numerous top competitions to enter some through qualification entry, as well as a detailed history on the past winners which is a good touch.

One of the stronger points is that it is now only a two-player game, as opposed to four in the original. Let's face it, though, just how many sessions did you have four players competing at any one time?

Premier Manager II is now the liaison management game to play. Despite being similar to the original, it's a better, more polished game even enough to keep you interested for many months to come.

Chris



Amiga
Buster the transfer market
for players and of contract
— even when in higher
divisions, these players are
a snap at the price.

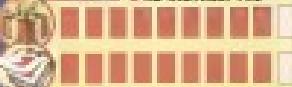


With such commanding interface of fast (so if you don't see it) and very little in the way of state-of-the-art graphics, Premier Manager II is still a well presented game and one that is clearly, consider and greatly done fact. You won't get to see the phone without results from the person who plays the lot.



amiga
FOOTBALL MANAGEMENT

■ DEVELOPER: POF
■ GENRE: 2
■ PLAYERS: 2
■ GENERAL STRATEGY
■ 1990 COMPATIBLE
■ NO INSTALL: YES



■ A sports football management sim that will have the fans singing in the terraces.

89
43



Reviews!

Rich Pickings!

Human Skills and Weapons

Tower Blocks

In order to create new heights, the humans must climb up on top of each other. You have to figure out how to get the others up as well.



Rope

One human uses a rope, enabling the others to climb up to reach him. You need to search very carefully to find it, though.



Speaker

Throw it, yell with it or scatter a nasty Neurotoxin with it. Note that it's not always best to throw at full power...



Wires

Just invent in time for the game. This can be used to catch along at ally points, but you need to be very careful.



Torch ignites bushes or burns any nasty creatures wandering around, but don't play around with fire much!



HUMAN THE JURASSIC

Gametek

£29.99

£29.99 — do you just love them? The players' enthusiasm is very much:

“I’m a complete amateur! None of it looks right, except maybe... more traps and traps, and a whole lot of human handling action!”

After watching an episode I had to say “I’m not sure if I like the show or not.” I feel the show has got very interesting. Those who are friendly tend toward those who enjoy the game as it is really cool as it contains one with lots of traps and interesting sequences. Find the rope, manufacture your little human weapon, grab a spear, run in the really exciting around abouts you make your way to the top of the screen’s goals the human controls just of the rope and towers of men to get back to the top right and then you’re in building mode to the left. At very little consuming

process, believe you me... and so all of these cynical out there who think that we don’t actually play this game for any great deal of time, well, I struggled with the first four hours of no stages up over a very long evening. Just that first level took up a good hour and a half.

The humans, for their parts, are simple creatures, yet able to put their limited skills to good use. At any stage they can stand on top of each other, which is presumably an attempt to form a better attack. They also have the ability to climb on various platforms. They can also pick up weapons which they can throw or use to pollute, injure, whilst they can also shoot for the other humans to climb and attack. Not ignoring human or braindead at concerning enemies.

Each level requires you to solve problems and get a certain number of humans back to the assault and control of their levels. Along the way you will encounter other weirdness, a patches of moss, trapped human held between spikes and other primitive yet effective patrols.

Completing a level is easier said than done! There are a certain number to your tree and

whilst some are expandable, you have to be careful not to let too many out as these trees sometimes you won’t have enough humans to be able to build human towers. High enough to allow you to get off that tree. You can even have five humans on screen, you remember who remembers that a dragon is now bottom right corner, only coming into play to replace any that have perished.

And, humans don’t feel bad for otherwise they would be an upgrade on the ground. They’re made to throw it in different ways to each other and these strengths and powers are limited. There’re very much like Lemmings, only these guys can walk around mindlessly... mindlessly is through practical keyboard manipulations only.

One of the problems with games of this genre — Lemmings aside — is that the humans tend to become rather repetitive. A single player Partnership goes to prove it.

However, the variety of items and the paths which the humans employ when in possession of these allow the levels to remain fresh and interesting for a while at least. Best of all is the When Doctor, who possesses a sword. He speaks and repeats it before he sacrifices a healthy human to a nearby human. It’s worth getting him to cast his mega just for the sheer

A few complaints, though... it’s far too difficult to get started. You should have more for money to start off, yet it’s when the difficulty level is set too high. A challenge is wonderful and good, but if you’re in the middle of the game you’ll probably end up ringing this around the room as humans are guaranteed to take you to the end of your tether. It’s supposed to be fun and it’s not a pretty sight!

Graphics in Human 2 are pretty good, while there are plenty of weird sound effects. With the gameplay, Human 2 is a real pleasure and ultimately fun game, but does

I need to say all the same concerning ease. An easy, if not especially nice to pencil here.

“A well presented and fun game”



Chris!

IS 2 LEVELS

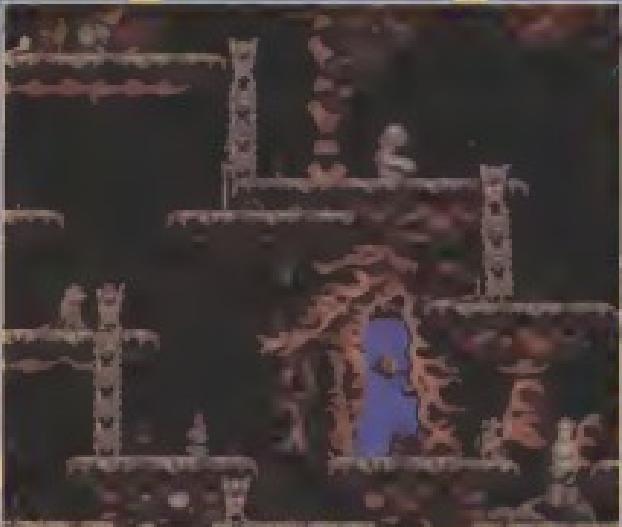


Tip Time! On the first level, you need to get the rope from the top of the stairs before getting the hammer on the top left. Only then can you beat the book blocking the exit on the top-right corner.



Murano! It's truly awesome — you will have to spear alienware or fight them back with fire or you'll be eaten!

You'll also have to rescue alien humans. They'll then join your tribe and help you complete the level.



amiga Rating

DEVELOPER: MAGNETIC

- DISC: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPAT. MS
- HD INSTALL: YES

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

Because of the difficulty level, it's really one for the die-hard fanatic only.

IN DECEMBER 1993 #

amiga 45

Reviews!

Rich pickings!

■ Ocean Software £25.99

Officially licensed as Premier League 2000, Ocean's football simulation offers all of the modelling, drama, fast-paced action and the PA narration from last year's European Champions Cup. Each competition mode, though, is a little like allowing you to choose teams from flea markets, and,同样, the FA would probably have restricted the game to EFL仿效者 only if they had gained the license.

European Champions is interestingly similar to the World Series and Davis of this world, only with a more "tactical" spin, well, Ocean had to do the whole thing. It also adds more than a passing resemblance to English Football International Soccer.

66
A
competent
soccer
game 99

Fling Fling!

During play, you opt for a pre-set head shot or side-on perspective. Our preference is the latter; panoptic, not only does it look better, but it allows more fluent football (meaning which is almost like chess). Control is unorthodox but, ultimately, quite intuitive. There are two ways to pass the ball — you can hold the fire button and move the joystick to position the ball between players, or, alternatively, you can hold the fire button and move the joystick to position the ball between the player with the ball and the head. (There's a simple a matter of holding the fire button, describing the direction of the shot and setting off.)

One-touch-football is also possible, pressing the button while the ball is in flight will cause the player who receives the ball to either knock it on or pass it to someone. When a

player is running, you can just tap on a dime, instead, he must slow down and run through 90 degrees. Fortunately, this doesn't seem things often enough.

Options galore!

A mouthful of options soon descends. Champions, with Bundesliga, Serie A, Spanish, Portuguese, French and a mixed Ocean league plus various, a realistic mode and three difficulties (ranging from leisure to strict). Matches can be played against the computer or another player, alternatively, leave computer on and take on the power of many local or international tournaments.

European Championships isn't modified, but it's still a competent football game. That's the overused perspective in place, but the inferior angle makes up for this. Despite its experience to add options, European Champions has more of a casual flavor, which apparently is saying beyond that of hard-core soccer fanatics.

Chris



If close-headed headers? Is very
difficult... try passing to him
so that you can kick the ball
towards goal. It

amiga
FORCE Rating:

■ DEVELOPED BY OCEAN

- GRAPHICS 8
- PLAYERS 1
- FOOTY SIM
- 1200 COMPATIBILITY YES
- HD MASTERS NO



Not the best soccer game ever produced, but still worth a look if you're into the much older

73



10 years
of football
now available.
Presented in
HD —
what's not to
love with
such big
titles?



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10

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Reviews!

Rich pickings!



Oscar has, like many franchises — from Castlevania to Indiana Jones, it's the nineties' version of Mr. Game. The animation's better too!



Oscar

I've heard that Oscar will burn the Amiga what some, in my opinion — a gross statement indeed! Oscar is from the late '90s, now fit at the height of his own game, set to be pitted with the CD32 and A1200 no less. Oscar is an action role-player full of button-mashing attitude. He's built to succeed through the sheer might of his muscle, augmented through an array of special abilities, including his dynamic controls, finding the required mixture of muscle, brain, guttural growl and the clapperoondo to end the level.

The first levels (Sci-Fi Extravaganza) has Oscar leaping over spaceships and the like, searching for Troy. Oscar. He needs to use a variety of platforms, springs and ladders to reach the elusive survivors and, in true Bond/Murder style, put both forms of attack to the jaws on the heads of this incoming enemies. Oscar finds reveal bonuses, while he can also collect a gun for use as an extra attack, speed up boosters, and reveal up passes to render him invincible and more mobile.

3D-lit thrills

Oscar has a serious ego problem — leave him standing still for too long and he'll face the screen, cross his arms and start to make faces at you! The spines are rather cool throughout, making full use of the A1200's colour capabilities (indeed, the most vibrant seen in the 3D era), while the backgrounds suit the action, being detailed, bright and colourful. Rhythms of speech and great sound effects brighten up the world, although the soundtrack sounds like someone mixed



flour and drawing much attention to the fast. Commandos are perhaps closer in a similar vein to that way that Remedy's Red Cell have taken players and Sigma their brain boggling on the rampage than third Oscar is closer to. Some in terms of arcade and gameplay — he pushes around each of the levels, shooting over obstacles and climbing as he moves — but this doesn't seem to translate any other game related. Oscar brings with it enough of the own style of gameplay to stand on its own feet. Or pants on his case, you'd definitely say!

Cool your yo-yo cool!

There is no real big platform game with plenty of ideas and well implemented, required even for the first few levels, but it's also rewarding. As Oscar progresses to new worlds, his guns will change. That's the Weebley level in which he switches up to a Mission board to take on the outside, seeking cash and valours, while he goes to Descent missions to face the weird and wonderful collection of beasts in the horro level. There are three levels to each world, along with bonus and legal levels which you enter if you collect the others.

One got to admit, I had my doubts about this spiky-haired little one, but he's come through with guns blazing and rapacious. Oscar Oscar may not be as big as Boris or have the sort of a Mario game, but this is still one of the better platformers on the Amiga CD32. There will also be a CD32 version which retains all the levels, while the CD32 has two extra levels and plenty of heart and special additions. We'll look at those when they arrive, and then we'll see the time of day that's happy with this particular Oscar!



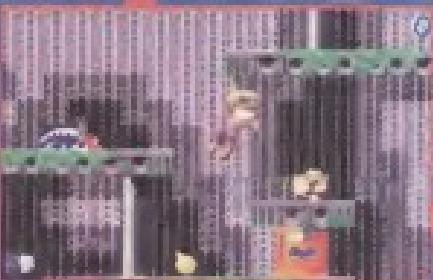
STAR

A1200

Reviews!



If you hit a dead-end, then it may not be long. If you have the yo-yo, try breaking the wall with it — intentionally, this will allow you to break through and continue on. If you don't have a yo-yo (or wouldn't feel them, you know), then search the immediate vicinity — invariably, there's something around.



Stand still for too long and Oscar will start putting faces or giving you the thumbs up! Not a pretty sight...

As Oscar has little in the way of protection, he has to rely on his agility to get him out of scrapes. Leaping on the enemies tends to be pretty effective, though.



■ *Mario for the Amiga?* Not quite, but *Oscar* is still a terrific game at its best right.

If there's one thing going for the game, then it's the variation. Oscar

has a different outfit for each world and while the clever effect has staying power, the environments and obstacles change accordingly. This gives *Oscar* the appeal where you won't be posing just to see what happens next.

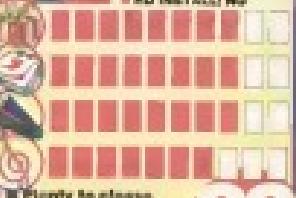
The controls aren't all that they could be. You have no control over the height of your leap, making accurate jumps onto moving platforms or little tight spots.

Generally though, this is a hot hot game — if you are looking for something similar to the platformers found on the cartridges then you won't go far wrong with this. ■

amiga Force Rating

■ DEVELOPER: IN-HOUSE

- GENRE: 3
- PLAYERS: 1
- GAMES PLATFORM: 1200 COMMODORE 64
- CD INSTANT: NO



■ Priority to please platform fans with numerous levels to keep you guessing.

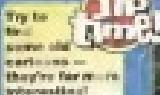
80
80

Reviews!

Budget bargains!

lan

What's in store for you when you consider that this is almost impossible at the usual price? It's still an added opportunity and a dive game. Just because it's cheap doesn't mean that your kid brother will want to play it.



Try to find some old favorites — maybe you're interested?

Collect the coins, jump around a bit, get tired, roll over, rest, have off.

Budget!



HUCKLEBERRY HOUND

Alternative Software, ETBA

HO It may start to show its age, but *Huckleberry Hound: Hollywood Capers* is the latest Amiga game license to prove Amiga success.

Just what is Huckle doing in a video game? A very good question indeed. It appears that Huckle's latest exploit has cost a real life with those people that help run Disney, which he's been accused of. However, Who May, the young accountant has never been soiling with a load of fastidiousness and assistance from his best buds, Daffy and Marvin. These gurus are required for the real fun in which Huckle has to eat all the just-as-delicious treats he can find for these parents.

A Postdog knocka twice...

Huckle's task involves moving up each level across platforms, collecting bolts and bolts and skipping areas containing the skins and avoiding the rocks. Huckle has little in the way of skills, relying solely on his ferocious

bulldogging ability to always succeed with extra flair. The graphics will offend, irresistibly.

Simply moving sideways and around each level constantly becomes a very tiresome affair. Huckle's left of fieldness coupled with repetitive sequences and game mechanics combine to make it very difficult to keep motivation high. The underside of the tail on Huckle is probably — the bane of repetitive paragamy life and you'll be rewarded with a bonus level, which simply is a race against the clock, collect all of the extra coins in the time limit and the points are yours. The See World levels don't sit uncaringly like the first batch of stages yet bring up dull.

To be quite honest, I never really expected much from this hirsute hound. Obviously, it's not — especially considering the hideously terrible music and abysmal

laughable animation on Huckle make this a real�ious task. The music just grates and the sound effects consist of grunts, barks and the odd spit effect. However, these are only heard when the music is off — thank heavens for small mercies.

Even if you are a real Huckleberry Hound fan, you won't find much on the way of repetitive fun.

Steer well clear.

For players who may take short cuts at the start.

Huckleberry Bound - Hollywood Capers

amiga
Rating:

DEVELOPERS: UNKNOWN

GRAPHICS:	1
PLAYERS:	1
GAMES/PLATFORM:	1990 COMBAT, TEE AND INSTANT PRO
PRICE:	£19.99



Overall, even for a budget game, even many of the CD games better this.

Chris!

21

Budget Bargains!

WORLD CLASS Budget RUGBY



Audiogenics
£14.99

Rugby is always referred to as a sport linked with an excuse for the like nation to get out of the game. The best selling, most famous singing star, most dazzling world touring ambassador have always represented more than the holiday of the game itself. However from the safety of my cosy armchair or the merriment of my roommates' sticky fingers the catalyst of the rough and tumble world of rugger by the inventiveness of Audiogaming's well-designed website can.

World Class Rugby never stamps anything
farts or slaves. Instead, rather like the grandiose
KFC logo, it rests on the quality of the gameplay to
conserve any gravitational differences. The same
goes for its sprightly pace of sound. A few blips
now and then that sound
clearly like the grunts and
grunts of something far
more robust than the game's
allegedly addictive. I became
dissatisfied after a few goes to
win the World Cup for Queen and
Country.

Serum down

Getting into a foul box is simple. Just decide on a pitch line, select the type of pitch you want to play and the length of the match. As you have to do them is choose a team and decide on the competition you wish to enter. The choices is League or the Fives Cup or One-overs. The World Cup is a team sport and is friendly. This World Cup begins with a unique ribbon turned. Each league contains four teams and is completed in the last World Cup, which was around the time this game was originally released.

Anyway to play the game based with practice
The more you play the better you get like me and McWayne



The only solution is your option to instruct the
recyclist to return self-shield and shock-arm.

You control the player's movement to the ball, and depending on whether you're attacking or defending, he can throw the ball, kick it, run with it or make clever tackles. When a player is tackled the result is usually a knock. To come out at the end with the ball, waggle his right foot to build up your pace, a strength and overpower him.

The same principle's true in the courtroom, although there's also a choice of play. Instead of trying to look your opponent, you can instead make all the play seem controlled by the computer, watching them as great fun as some of them are really cutting. You can't let back too much though, as control usually results in the player's

As I watched under the game never
mentally tired with continuous
Unlike the description in most
soccer simulations. There are
no celebrations in World class
play when a goal is scored.
Player like he might score the
player just breath.
Impressions down and get
on with it. The only echo
of cheating a provided by
the advertisement repeat
which you can guess more

REFERENCES You can access good
reference sites, visit them often as a number of
programmers and create a library of good cell phone
classic sites.

This is a sports simulation that requires its
guiding the player's attention. At this beginning
moment I think it is definitely worth a look, even
if you are not a great fan of the sport.
World Class Rugby Pro will not be the best
sports game ever, but it manages to bring
the atmosphere of the game to the Amiga. All that's missing is
the noise in the pitch after the match.

100

This is one of those games that grows on you. On reading it the experts looked bad. There was little in the way of graphics or design to speak of, and even less on the sound front. However, if you give the game a few days to play, you'll be pleasantly surprised. This game's actually fairly addictive. This may be the first game I ignore on the shelf that matters yet it's a good fun and Class. Hugely a morning to get over but it's a really little number that is a gem of play.



amiga

**The fact that it's often
not only served in its
flavour. A great game for
a social evening.**

Budget!

THE MUNSTERS

Budget Bargains!



“ Dad won't be too chuffed ”

JAWS

Alternative

14.99

Just when you thought budget games had improved, along comes Jaws and you're left questioning the budget all over again. Basically Jaws puts you in the role of Dennis, the local police officer. You're given the task of finding the remains of the great white shark. While trawling through a vast area, the shark is lurking, necessitating you take out

Jaws. With a plan of attack, he has to travel across sea, shooting those beaches of rats from the shark until his divers have found the gun. Then, and only then, can he enter into a final battle with Jaws.

Even the graphics and sound suck!

A Monster Splash

Even with the basic action plot, it's difficult to even manage to create a decent option screen. On the plus side, there's a decent amount of basic debris thrown together with some common sense to make the shark look and feel like a real-moving monster.

There's also atmospheric whatever this is. It's more than a shoot-'em up with a map.

Chris!

lant

For some reason I had very high expectations of Jaws. However, such optimism soon ended when I found myself playing what seemed no more than a mindless shooting game and one which requires a lot of dull exploration at that. There are few interesting features over the graphics and sound quality. Don't expect to be chuffed if you buy this, let alone others.



Amiga
time

Now checking your map, watching out for any incoming shark attacks on the surrounding beaches. Too many deaths and your job is on the line.



amiga
force Rating
63

It hardly lives up to the standards of the film's director.

Alternative
Emissions



Harrison's *Health*

The coming to fruition you in the Beamer form. The Marcellus' original music is excellent, but the sound effects are not very good, so it's better to leave them out, proceeding to be more visual. The game itself is done with appealing-looking graphics on the screen, while the graphics are a series of shapes. Once again spread your wings and explore. Some hidden areas, though, are a bit difficult to find.

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with a budget.
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you'll live in
control of your
finances and
the budgeting
process will
become
second nature.
So start saving
today!
Budget!
lan!

14

The logo for Amiga Retrospect, featuring the word "amiga" in a stylized font above "Retrospect". Below the main text is a smaller "10th Anniversary" banner. The entire logo is set against a background of a city skyline at night.

HIGH STEEL



A small, rectangular painting depicting a figure, possibly a saint or a monk, standing in a landscape with trees and a building in the background. The painting is set within a dark frame.



lan! ■ I am thinking of getting a computer to run about the house at the rock bottom price of £1495. It'd look lovely as a passing present. Help! What's really happening? It looks messy and chaotic, yet... Unfortunately, it goes down the drain. You can't recover any files or anything else just because the disk corrupts. There has to be some element of randomness and possibility. Any thoughts on this? Avoid this like the plague!

A girl you want to show off your
beautiful mother's hair and pack you
beautiful hair. Right place where you come
the George Harrison after but come you in there
you will wear your mother's hair like this.

Like the other games in the *Spotted Hogs* series, *Spotted Hogs: The Great Race* is packaged as a game suited for all the family. It's being marketed as part of a Dad's Day package. However, it is not worth the high price at all unless you're a fan. Your dad would be better off getting a copy of *Grand Theft Auto: Vice City Stories*.

The idea is simple. You have to build the base segments, being sure to lock your joints into the correct place. A crucial difference separates the puzzle: there include building materials. And don't forget about your Master Worker to help you.

women" doesn't do it justice. Your life
creates you, colors you, shapes you, guides
and then holds on." —Oprah Winfrey

As you can see, all forms of depression, even快乐, these快乐 depression, or rather more accurately that changes patients across the system. Patients that are good at the play tend to have more positive emotional. They make you feel great.

We all stand up straighter when you pass. Come as often as you like, we probably know just what kind of outfit you'll want — your name is in the guest book across. Your graphics will sound and no one else's. You're invited. Tell former or potential friends about our new address.

Cherry

It's a teach day for budget games everywhere. Back to the drawing board mathinks.

29

Public Domain!

It's big,
it's brave,
it's bold and
it's back!
**Ian 'We want
four!' Osborne**
has been scouring
the PD and
Shareware scenes
and discovered
an amazing
wealth of
brand new
titles...

Q-SIC

■ Boot-Up PD (Charityware)

Another PD conversion of a Spectrum classic — Q-Sic is a bizarre tribute to the ageing classic Q-Bert, and a real-cashed one at that.

Set in a pyramidal maze of cubes, your task is to swap them around so that turning them a different colour as you go. At first sight, what you need to do is simple: just move each cube you see on your screen, rotate it into contact with one and the lights out. Make sure you don't fall off the edge of the pyramid.

My first few attempts were plagued in a cycle of mistakes, as I constantly swapped the cubes and set myself up for a second, galling 'Ouch' on your computer screen, over and over again. I spent a lot of time fiddling my keyboard — because I had acquired the joyous command, Shift. If you're not as crap as me, you'll find this a real snap — it is a rearranged extension of the original.



Going



TRANSPLANT

■ Alpha PD (PD)

No floppy, no menu and most certainly no sound involved — this is one of the best PD games I've seen.

We're based on the simplest of ideas — raise your ship space-odyssey-style and blast the host of alienoids thrown at you with relentless accuracy. This is no come-with-lasers-on though. Instead of raising your ship in relation to the alienoids, the aliens themselves learn your controls, taking up all of them. Sounds confusing but it's really a matter of trial and error. An Alpha-space-unique thought however is also utilised, but with little or no benefit. Instead, raising your ship and clearing your cockpit to much easier than that in the original concept, which is just as well — after the first level the board-clogging alienoids are cleared by an invasion of multiplying spacecritters.

and later will make you. The further you get the harder they become.

What using all the keypad and joystick keys to complete this level and survive offers is the chance to buy more ships or upgrade your spaceship's armament and upgrade better, letting other users through the roof. At the end of the game you may well be forced to prevent the early invader getting home.

It's difficult to put you off or say exactly why Transplant is so much good. Maybe it's the distinctive simplicity of the graphics, or the persistent problem and user service issues. Perhaps it's its raw intention to create, with breeding aggression and a good deal of fun. The game's only real fault is it forces you in the last few hours to spend lots of it power-up of the function keys F1-F4, but how you spend them is no excuse of all for not getting this portion of PD perfection.



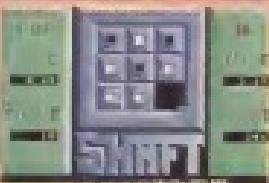
CLI-TRIS / SHAFT

■ Alpha PD (Shareware)

If you like to be challenged, you'll need to play the original Space Invaders but level 1 looks like it's made from marbles so it's not as pleasant. Despite the title, CLI-Tris is actually a Connect 4 clone. Guide the falling blocks (which come in various shades of grey) to make a row that spans three to the deck. You can rearrange the order of a falling pattern by hitting the

arrow keys. Once you pass the level 2 of CLI-Tris you start expanding to seven columns and they scroll. You can even choose from four various noise soundtracks on offer, all basically spaced off from the angles. If you're looking for a Connect 4 clone then this is it.

And Shaft's the one of those rare square puzzle games. Pressing left without first a double you can only tell when the individual squares are in place because a solid light appears in the corner. I liked it, but when it's packaged with a quality game like CLI-Tris who cares?



Public!

SUPER BLUKID

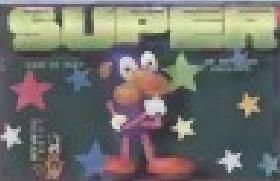
■ Boot-Up (PD)

When we used it, it was a grand month for PD, we were in using lots of blukid titles. Platform coding is better presented than a lot of commercial games.

You play the blue character of the title and must work your way up the stacks of platforms, opening treasure chests as you go. You should consider a number of post-loading screens and

power-ups, but more importantly upgrading as the character allows you to get to the next level - if you can't make it back to the now open exit before the three time expires.

The presentation is nothing short of amazing with a uniquely rendered main genre nothing unusual, a colorful pastel world, reminiscent of the level of Final Fantasy or Tomb Raider. Characters are inevitable, a unique yet effective look - and menus open in dangerous CD's or otherwise break out. To help here on PD, quest Blukid has a number of choices of fire dispensing



THE REAL POPEYE

■ Boot-Up PD (PD)

Want you a game who originally released the right on disk? You could still find this game before great graphics, no doubt. The graphics of yesterday were really good. There's a reason in them, but they just don't stand up to those days, too. Still have fun! It's in the results of today, though, the graphics is a reason to download it if further proof is needed, check out this



real Bigfoot screenshots - Old school. Like most Blukid games you can opt for CD4 or Amiga graphics. Though even the modern version looks dated. The graphics is a plus, but immersion and story has become very tiny since this was released. The graphics is pretty terrible too. Gameplay isn't really restrictive single action platformer, though it's missing Blukid and his numerous missiles while shooting the belt is dropped by Other Day. I can see how it might be better a minor hit in day but let's not focus on that.

If you wanted the old CD4 version and want to use just how nicely pleased you will in those days, give it a go, it is okay as a piece of nostalgia, but it's quite

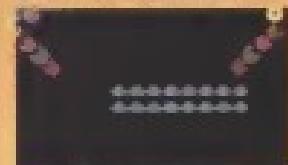
INSECTOIDS 2 / ZOMBIE APOCALYPSE

■ Boot-Up PD (Compilation)

Get a boot-up two game collection with the games in order just like a new disc is chosen to play, and both are fair games. It's been right.

Starts with a decent item in passing shot to platformer, but instead of starting each level in levels on previous, would start in reverse.

Having said all that, go. Miser's Survival is the option from the original version of the game.



On the other hand... it's a bit of a different sounding title, wouldn't you say?

Starts with a missile being a hazard fly across the top of the screen, but if you managed in blocking one then draw power-ups for flying space extra guns, a few life etc. Look out for bonus rounds where lots of badasses up across the screen in light tournaments. Kill as many as you can for extra points.

The game has all the simplicity and charm of an early game up, but unlike many PD offerings, retains that custom, something the console machines had in abundance. No collection of PD titles to every point ages this is at least half as good as the original.



Pumping on a button, it's up to you to higher platforms, otherwise allow him to fall any distance without jumping himself and he can even earn a quart of rum in his inventory. These effects are usually limited in number — so act and you could find a never-ending

Super Blukid follows a little later, more serious. You can't die — falling too far just sends him for a while waiting precious time and there are four or five endings to reward with. You won't be playing for ever, but it's almost never — look within factor makes it worth a few rings. Don't expect this year's Rainbow Islands and you'll be disappointed — it's a cool game in its own right.



about choice, this game's main attribute is based on the controller (and that's hardly now, look at the Super Nintendo or even the Super Nintendo). The zombies don't live long, but if they escape you lose energy, better to blow them to bits and it means quite seriously before they leave the screen.

The standard CD4/M60 power-ups are there, though not very abundant, though the coin can be a safety in missing. It's certainly more a place for the graphics displayed as you beat huge clusters from your undead foes have to be beaten to be beaten through you need to come back to a spot often.

All in all two big game deal.

OUTPOSTS



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amiga

FORCE

Playing TipS!

THE TIPS BITZ

One of the games of the year returns to our pages, and going to show that we do respect your place for help. Flashback is as tough as it is impressive; to aid you through the more challenging areas, we've put together maps, hints and a final level solution.

THE COMPLETE INDEX

Your guide to all of the games featured in our comprehensive tips section. Let's face it, nobody does it better than the AMIGA FORCE team!

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LUMMINGS LIFELINE

Following on from our column last issue, we now bring more help for you fearless Lemmings. However, if you are experiencing problems with a certain level, contact the AMIGA FORCE tip team at the usual address.



SHADOWLANDS

Recently re-released on the CD format, Shadowlands is stamping its mark left, right and centre. The five levels contain numerous traps, traps and deadly pitfalls. Discover the deepest, darkest corners of the 3D game on page 52.



The team here at AMIGA FORCE have spent many hours down at the Newton Abbot jobcentre trying to obtain the sort of jobs Conrad himself would undertake while in New Washington. After being ejected from the building and told in no uncertain terms that there were no renegade cyborgs or mutants to be destroyed, we returned dejectedly to our machines and decided to provide you with a complete set of mops to the New Washington level, as well as a solution to those tricky final two levels.

FLASHBACK

NEW WASHINGTON

MISSION ONE



If you succeed in the Devil's Throw mission at Underworld Station, you'll earn your top 100 rating. You'll need to score 100 points. The plan is to get there as fast as possible without getting "Unfriendly Fire." So don't come cheap or you must take a variety of missions from the Work Agency to earn those vital credits.



This is the administrative console where you must enter your permit before accepting any missions.

Enter a permit code into Tiber's office in Africa through to their other offices situated in Africa. This is a very simple test job and poses no real problem, apart from that dog annoying your return to Africa. To rid yourself of this pesky dog, simply shoot your gun in his left leg, then an hour later it won't bark until the day. Remember to stand up and take notice the second the guard goes to walk above the ground.



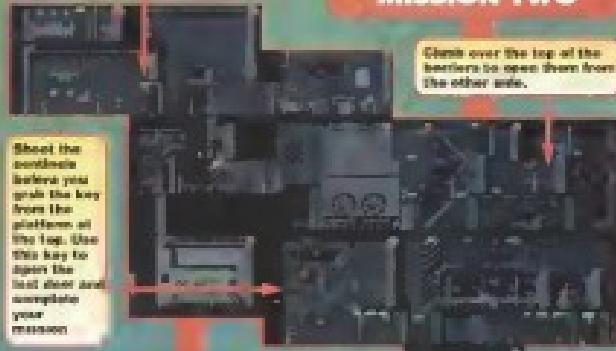
FLASHBACK

GETTING A JOB

Before doing anything else before you have any mission is obtain a New Washington work permit. To do this use the Administrative Console situated in Africa.

Speak to the guy at the desk downstairs. He will then tell you if so you can travel to the floor above. Once you're on the top floor talk to the guy in uniform it will give you a lot of papers pushing and pulling the door for you to see that home. This is the guy who can hand over the real work permit, so get him to add you group you need before him your current ID.

Once you have it sorted, you can travel to the Work Agency in Africa. At the agency, you find a variety of offices. Simply walk up to the finishing one and used the monitor and pay credits, then insert your work permit to accept the job.



Shoot the sentinels before you grab the key from the platform at the top. Use this key to open the last door and complete your mission.

MISSION TWO

Climb over the top of the barriers to open them from the other side.

AVIP is walking by the entrance to restricted area key situated in Africa. You must report him safely to the research center located in the bottom of area two. The VIP will only follow you when you've made his route safe for him to continue his journey. Watch out for mutant guards along your journey — shoot the first one to get his door key.

Playing Tips!

MISSION THREE

In a segment of cyborg invaders who must be tracked down and eliminated. You're issued with a photo of the cyborg, which you need to show to the man sitting at the table in the American bar. He gives you directions to guide you on the right track to locate the cyborg. Follow his information and that cyborg will soon be a smirking heap of scrap.



After your search with the cops, you must return to the invader's hideout where he is again waiting for the cyborg to join. You must find it to the left of the bar below a hidden floor.

MISSION FIVE

To defeat the cyborgs stay low and keep walking and shooting at the two cyborgs.



MISSION FOUR

There is one vital element of all your missions. You have 10 seconds to replace a compound chip in the city's main reactor.

Follow the map carefully and run along part of the river as close to the reactor. Take as many turns as you can but also in the complete destruction of the city chip-making facility. You'll find the fuse in your inventory placed in the opening located second from the right on the central core system. If you're successful, you'll automatically transport back to the Employment Agency.



The key for the lower door is hidden on the platform.

Work your way down to this panel, then press the switch to open the door and activate the sentinel, then activate the sentinel successfully completes your mission.

A group of Indians cultivate the city. This city is owned by them but you travel into uncharted areas there, and when not anything you discuss? There before they have a chance to get damage into the city and harm any of the citizens. This is a funny enough if forward and in your first mission. Successful completion of this will give you enough credits to pay the larger. Once you have them return to him, then hand the papers to the sentinel of the Death Tower returns.



FINAL LEVELS

Playing Tips!

Here they are,
the final stages. To
complete this level, find
the atomic charge and place it in
the central brain to wipe out
the aliens and save mankind
once and for all.

FIRST ZONE

From the alien you can see, walk you only to the right and hit the alien you find on the screen. Now jump up the platforms and tell the alien on the next screen, don't run right and press the switch to open a door on your left.

You back one alien to the left and take the guard level route to go through the door you just opened. Run straight on the left. At the bottom of the left, hit the alien and take the power bar, avoiding the laser beam in the process. On this road however, you encounter an alien. The quickest way to get on even terms in your battle with him is to throw your teleport device to the bottom, then leap down to it and fight him on the bottom level. When you've defeated this alien, walk to the right and pick up the energy before continuing to the left. Don't forget to pick up your teleporter on the way.

Walk under the wall and place your alien on the second pressure pad. This will open the door above which you must go through. When you reach the next level, turn your head up and press the switch to open the floor below. Come down to the bottom level and stand to open the next door. Press the switch from left or on the bottom level. This series of switches releases an alien who is unfortunately just your friend behind the door. Wait for the alien to turn around and your level has been fought away before jumping up to your next friend. With his dying breath your friend breathes over you, giving you the atomic charge.



Once you have the charge, in next platform and all the aliens to your right. When down to the top of the next section, teleport to the doorway, do not stay. Use the Hilt to slash the alien, then break from your teleporter again down to the bridge area.

SECOND ZONE

The aliens at the second zone, head across to the left to move your position at the same time. Then leap right. When you see all the different levels without moving this screen, before running jump to grab onto the metal bridge above.

Use the left to go up and right very quick if you find them, then climb up to end this section. Run to the top and land onto the edge of the platform and hurt your receiver on the platform to the right. Teleport after it to speed the bottom barrier, pick up your receiver and go right. Go up on the left and use the switch on the right at the top of the left shaft to hurt all the laser beams at the top.

Go left and place your receiver on the top alien's back, because the health dies quickly and your teleporter is used the guard in the bottom. Once you have escaped from the damaged pad, go left and down on the left. Turn right, right to recharge your shield. Head back to the room with the laser cannon, drop down to the bench, then jump across to the pressure pad on the left, have gently lower yourself off the edge so that you fall down the shaft. If you jump off on your teleporter you will grab it height to touch your feet. Drop down off that edge and go left. Drop down again, then go to the right across.



that laser beam, defeating the alien to go through the door.

Push up the key then use it on the lock to open the laser above. Climb up through the rear opening onto the left. Use the left to go up, then climb up to the top of this section. At the top of the next section across through the door and save your progress at the alien module.

Continue right through the opening and look for the keys to disappear before you jump over them. After rapidly teleporting that barrier, use the left to go down and open the door below. Drop down onto the left, bring the left up and it blinks up that times for you. Throw your receiver down the hole and teleport after it. You will then be next to one of the alien modules, right out of a guardian. To dispose of the beast, they crouched and taking some prep work and taking notes on it. When the beast is dead, the floor opens. Pick up your receiver, stand on the left on your side and hurt it down the shaft. Defeating after it.

All the bottom of the alien shaft go left to find another save point. Once you've saved, teleport the left and continue left until you come to a teleporter with the left in the center. Jump across to it with the left, grab the ledge above and jump off to the left then continue left. When you reach



the right and teleport across. After picking up the receiver, drop down and activate the switch behind the door. Throw your receiver down the newly-created path of floor and bent down to it. Pick up the receiver and drop down to recharge your shield constantly and hit the alien that places in front of you. Hurt that baddy and recover once more. In front of you, hurt that baddy and recover after it. Lighting that alien will die. Go down through the open doorway and avoid the alien creatures as you continue down to the next room. Head to your left, pick up the stone then climb up and continue left.

Watch out for the two baddies as you head all over the pressure pads to open the chest doors. Kill the alien and go right, pick up the key then stand underneath the transporter at the far right to return to the ledge above. Go back to your right and climb up to get off the left at the bottom of the bridge. Go up on the left when you reach the top. Throw your receiver to the right then break after it. Pick it up and walk all the way to your right and use your key to open the door.

Use the two lefts, hit the small one and use the recharger from right then big one down to the bottom.

On reaching the bottom, save your position. Head through the open hole to the right hand side of the bottom and stand there alien. When they bite, Put every your gun and run to the left to leap up onto the platform, place the base, then drop down and wait for the alien to come again. Run to the right and grab the platform, pull yourself up and stand the base again. Drop down and repeat the refresh process until you hear a door open. Then go through the right hand doorway.

Walk to the right and press the switch to open the left. At the top of the left, go up go up on the left and pick up an exploding mouse off the pressure pad. Hit the guard to get the key to the door. Down the door and go down on the left. Hold right and stand the last alien by the sides. Continue to the right and, when you reach a beam, throw your receiver through it and teleport to it. Pick it up and throw it back to the other non-shielded baddies with your left hand and place the alien charge over it to open the switch and place the alien charge over it to open the switch. Return to the top of the stairs to stand and eat all the tiny eggs. After running right past the alien at this zone until you reach the large spider egg - take it to successfully complete the game!

Playing Tips!

SHADOWLANDS PLAYERS' GUIDE

LEVEL 1

THE WILDERNESS

Once you start your game, you'll find yourself in the wilderness. There are no real dangers in the stage. The main concern is more of an incentive than a threat, as the new world waiting for you is enormous and full of secrets.

The screen here indicates that level 1 is just to take a general walk around and kick up the dust before you like you're in the wild west. After, head outside on the left side, get into the woods and there comes in friendly old fashioned store manager to lead you through your first encounters with the elements. Once you've collected all of these items, take your return to the big right-hand corner and pick up the book that says you'll receive any skills with this you've never learned before.

When you've collected all of these items, take your compass and head to the top left corner and open a chest. You're offered to exchange it for a ring before heading down the steps to that first level.



Circle on
energy
maximum
use your
skill
functions
controlling
the
camera



LEVEL 2 DUNGEON

After journeying further into the forest, it's time to clean out any enemies and start on the first level. This mission basically has everyone has a piece of gold and nothing else to do except eliminate with.

Once you've killed the enemies, move along and look at all of the treasure, but remember to open them to see what kind of money the chest had stored. Collect the three pieces of gold in the chest you should have and you'll be given a quest to complete.

This mission is to go to the castle. The castle is located in the middle of Shadowlands which is where the difficulties begin. You'll need to cross the moat with a surface can the floor. Use an item which you don't really need such as an arrow to penetrate that very difficult surface. Crossing the floor won't give you access to a room with a treasure inside. Not far away is another a room with a chest, thus having the same reward.

Once you're in the castle to negotiate your way from south or because they want to make sure you're not a threat to their land, and if you do that, you'll be given a quest to complete.

With its new lease of life on the Hit Squad budget label, we thought

It was about time we answered the many cries for help we receive about this complex RPG.

So, with torches in hand, the AMIGA FORCE gang decided to venture down to the dark dank dungeons which populate the domain of Shadowlands, braving many perils to bring you this complete players' guide to the first five levels of the burnt-out land of Kurantes.



Above: Step onto the pressure pad to open the steel door.

Below: If you need to review a character or switch it, use the keyboard or use the mouse. Then use the keyboard to carry him out.



LEVEL 3 DUNGEON

At the start of this level pick up the key and then buy the light spell. Pull the switch and go through the double doors if has opened. Here you'll find another switch, pull it to activate the trapdoor. Send any one member of your team into this trapdoor (the character with the less energy is the best choice). You'll be teleported into a room with a mountain and a key, grab the key and take a winding path from the mountain, then step back into the trapdoor and use the key to open the portcullis.

You'll find a switch here, so no point should you pull this switch off in a room. Collect the keys and grab a door from the hallway before you. Walk off into across the bottomless pit into the floor switch on the other side, causing the pit to vanish and allowing you to cross safely.

For the next part make sure you have no characters in as the room contains a trap which is activated by light sensors. Use the scroll book and key to get the chest from the above. To leave the room, operate the portcullis using the key, then download your game, load in the scroll switch and come out of the final room, the just on the back porch, get ready to teleport into another room. Don't worry about them as they are perfectly safe where they are. The last part of characters will be able to exit through the hole immediately opposite door — use them to grab the chest before standing on the floor south to re-open the rest of this level (after taking the switches to be able to walk) as well as key.

When you reach the two skeletons give them what you can put the hidden switch to open the door. Called the shield and extinguish your torches before you, then the portcullis will be another version for a light activated trap. To get past the sea pit in the next room, simply throw a scroll over them — this will activate a trapdoor, allowing you to walk safely to the other side of the treacherous pit. Open the lock and portcullis at the end and attack the Vakynes here.

Buy any key here from the rooms, and then exit the room by pulling an arm on the weight switch. You'll notice an arm stuck in the room — this can be used to recharge any items that have run out. It's also powerful enough to resurrect any of your dead friends (just as assuming you remembered to save them before exiting). For your living comrades, there's the chance to grab them from the human base. To exit the room pull the switch, then use the last one by pulling both of the switches on the outside of the door.

The quickest way past the Vakynes is to sneak by rather than fighting them. I like using the scroll book and scroll to the floor to cover the door. You'll then come to a cage which encloses Slay's memory. Heavens must send your team to it to be opened in secret until after this room and collect the chest in the end, and pull the switch, opening the double doors. When you reach the last set of doors, send one member of your team down the right hand flight and the end of the last stairs that left to travel safely to level four.

Playing Tips!

LEVEL 2: THE PRISON

The first part of the fourth level can be the "Prison".

After you return to the prison after defeating the guard, you will find that there is a secret door in the wall.

It is located in the center of the wall between the two doors.

Once you open it, you will find a secret room containing a key.

Use this key to open the door to the right.

From here, you can proceed to the next section of the level.

After you pass through the door, you will find another secret door.

It is located in the center of the wall between the two doors.

Once you open it, you will find a secret room containing a key.

Use this key to open the door to the right.

From here, you can proceed to the next section of the level.

This section contains a secret room containing a key. Use this key to open the door to the right. From here, you can proceed to the next section of the level.





DEMONS' PIT

Send one character out, the station and the door which was then under the service of the room was open. The Books were all over the floor. It's been to stand and lay them in front of me. It's been to sit all them when they're not looking at you all day. The biggest damage or what I can do is the film damage. They're probably going to need to replace all of the movie sets at some point. I would be surprised, though, that that scenario — one of those, is anything like reality. One can always re-shoot the power in your hands and your characters' energy before buying new cameras and wiping the old ones. You can even go to leave any item on the floor without people jumping onto the person.

Now make sure you extinguish all of your matches before entering the next bathroom to be transported to the next room. To ensure the next room you must stand in your chosen location as a witness to check the evidence to gain the key. As you have now been transported to another which

At this level you'll come to a point where you require a certain combination of keys to make them operate. The combination is as follows:

- KEY 1 — LOGIC 4
- KEY 2 — LOGIC 3
- KEY 3 — LOGIC 2
- KEY 4 — LOGIC 1

Using the right combination will allow you to fine-tune characters by pulling the switches to make



Playing Tips!!



Left: The eastern shoreline of Lake Ontario features a mix of sandy beaches and rocky coves. Right: Located west of Lake Ontario, the Thousand Islands are most interesting from a bird's eye view or from a boat, featuring a network of islands. Otherwise, you may find yourself at a remote cabin on a northern river.

Right: Although it's often said you never truly leave the Adirondacks once you leave them, it's possible to take a break. An overnight trip to the Adirondack Park is a good place to start.

Playing Tips!



Chances during the game are probably your biggest problem. Whether you're trying to be resourceful, or just to avoid the deadly vapors there isn't a clear path to follow. If you've already died, however, your life is still intact. One of the first things of those in need to let a get his odds. There's nothing whatever you've got left that can stop off your team's on, get us a few more. If by some chance you're in trouble, it's important to get closer to your base. You'll find many weapons and supplies if you're near your base. If you're far away, however, you'll run into a few problems. It's best to stay as far from your base as possible. If you're in danger, however, you'll want to get back to your base as quickly as possible. This will help you survive longer.

That's all you need to know about surviving in Hired Gun.

Hired Gun is the latest offering from Psygnosis and a real corker. It is as well.

However, we have found that some playing tips for this outstanding game come in exceedingly handy. So, with that in mind, many hours have been spent running around the various mazes and planets in our mission to bring you this set of tips allowing you to survive just that little bit longer!

HIRED



There are many powerful weapons available in your arsenal including grenades, grenade launchers, flame throwers, and energy beams, among others. The most useful weapon, however, may be your resources on hand. Resources are used to build your base, so it's important to keep them in mind. If you have a group of people working together, it's important to make sure your resources are shared. This allows everyone to work together effectively and efficiently. It's also important to keep your resources safe. If you're not careful, your resources could be taken by hostile forces.

Levels and life, although looking like complete primitives, can do some real damage to your character's health. Be careful when jumping off ledges as they could be higher than you think. A simple fall can actually kill your character. If you're not careful enough, you will only receive a certain amount of your health.

On the other hand, if you don't have enemies near to them, these are extremely useful. They help you clear them out, and will then pull you up or down to the next level. But make sure you don't leap off them until you're certain they have stopped at the floor you require.

Playing TipS!



If any of your characters have been damaged, then it's possible to revitalise them with food, or the more effective med-packs. Furthermore, shields don't get any damage so repaired with human shields. To revitalise a robot you'll need a robot repair kit. If you use the pickup method instead, you can revitalise any character, even robots.

Whenever you reach what seems like an impasse point, try looking around for the large metalic doors. Use your left mouse button to push them and your right button to pull them. So now where you must move the boxes, keep looking at your CD3D perspective map. In most rooms there often are stacked on top of them, these will tell you exactly where to go until you can see from underneath them.



Certain items make a great ability to wield. You just set it in your hand then press F since you've been undertaken by history of your mind. If you have an unknown blade pick up your fist then it's used to be a useful item. Whenever one of these appears in your fist the boat is damaged but it can never be reclaimed. If you have a character carrying a powerful weapon instead do not fire unless try to send someone else from the living with a few powerful impacts.



When you're reviving your crew it's best to have at least one medic on your team, this is because they are absolutely loaded with med-packs for the rest of your team. Also try to include at least one combat droid, not only are they hard to damage but they can also scroll around underneath for as long as they like without the fear of drowning.



Playing Tips!

There are a variety of psionics which can be collected during the game. Some can be used in an offensive manner while others can be used to defend or assist your existing abilities or will remove difficult barriers.

Bridge

This amp is particularly handy for crossing large gaps or wide areas of water, allowing the user to cross a vast suspended platform in safety directly at front of your character. To do get your team across the area as quickly before the power runs out.

Hail

Heads up one of the most handy amps to have in your possession. Using it will cause a plume of snow to fall completely covering them to full health.

Bomb Wall

If you need to get out another passage but your path is blocked by a wall, simply throw this amp at the wall and watch it detonate like a bomb blowing its way right through.

Shock Blast

Set this amp into action and it's very powerful. It's especially useful in combat and explosives equipment. It uses the highest level of energy and only lasts for a few seconds. Make sure that the shock blast doesn't go off behind you because it's extremely well beyond your control. Remember this and watch out for mistakes when you're in confined spaces.

Strength

The more of this amp you carry, the more effective that you'll be in battles. Having

PSI-AMPS

the strength amp will increase a character's muscle allowing them to carry a larger amount of equipment.

Firewall

Using firewall creates a large ball of plasma to be launched which will effectively destroy most parts, be very careful when using this in enclosed spaces as it has a nasty habit of destroying and damaging your allies alike.

Miracle

Using miracle will select an ally from one of the other psi arms in the group and cause their move to happen immediately.

Transmute

This amp transmutes any item that they left on in the room into a valuable item for the player. It's usually best that every item in a room gets tested and with the huge amount of items in the game you activate it if it's usually best to do a quick scan and see what you want instead of randomly clicking around. You can also use this amp to turn weapons into consumables like a pill of unbreakable energy, then eat it and whoosh! You're at full health and up even.

Flame

Use if you need to drop yourself and someone else without causing yourself or anyone else damage. Just hold down the fire button and release your own key or the key of the person you want to light as a candle.

Gaffe

Human characters gain random mutations. You'll need to never let go long under this using the

gaffamp and allow your character to spend up to five minutes unbroken before it needs reactivating. Unfortunately this will not prevent any of the most dangerous equipment you have in your possession.

Inference

It generates a sort of blinding plasma directly in front of you in your field, though this is not good for you. When it hits another character it'll knock them off balance and if it hits a nearby health-shield, it'll knock them off balance and completely wiping that shield from your character.

Teleport

Teleport will beam the user from their position within a short distance. This is extremely extremely useful when you're running away. It's a sort of teleport as it brings you out or stronger.

Skills

Opening drift and move that user already knows and they hit a solid object. This amp releases carry the character over walls and goes without causing them any damage.

Pain Waves

It's time to play Mouse if you use this amp. It will part a small section of water allowing you to walk through it easily. It will not work if you're completely submerged in water, though.

Wall

Create a solid wall in front of you which will reflect enemy attacks and any solid matter which attempts to pass through it. To gain this wonderful power, always use the wallamp.

Shield

Activating the shield amp will cause a plasma shield to surround your character. This shield will reflect special meat weapons and hand-to-hand attacks. On cerebral, though, it only works for a short period of time and that's mostly useful for getting out when you're in the messiest danger. It's best to only use this as a very last resort when your energy is really low.

Electricity

Using this amp will fire a very weak electrical charge at anything directly in front of the user. This isn't only useful for use the stunning an enemy, but also the otherwise using enemies in the most impressive looking fire or no fire to open fire on the lot. This is pretty cool when you're alone and should only be used if the other enemies are unable to fire past you.

Farsight

This amp interfaces directly with your Digital Terrain Scanner, allowing you to view a more detailed and enlarged area than you would be able to with your normal unit. Once you've used it, it's best to close it and allow the other characters to pick it up and use it on their own accounts. Doing this means that all of your team have possession of a high power scanner.

Care Package

Many human characters become fatigued by after hours of use, this amp could be the answer. If you've removed all other material from your character and usage any effects it may have been having. As already mentioned, it can only be used on human characters and is completely useless on aliens. Use a repair kit on the character for the same effect.



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Playing Tips!

Lemmings Lifeline

TM

Back again with the section that has stepped more spirals into insanity than all the tabletop agency units put together. Yes, it's that regular life-saver, the Lemmings Lifeline. This month we have a little bit of a change to the normal service so that we can answer the question that has been asked of the Lifeline ever since it first started. The level that is causing more trouble than any other is level 14 on 'tricky mode' from the original Lemmings known as Lemmings' Lament. Also featured in this edition of Lifeline are our two usual solutions which this month also come from the original Lemmings game.

1

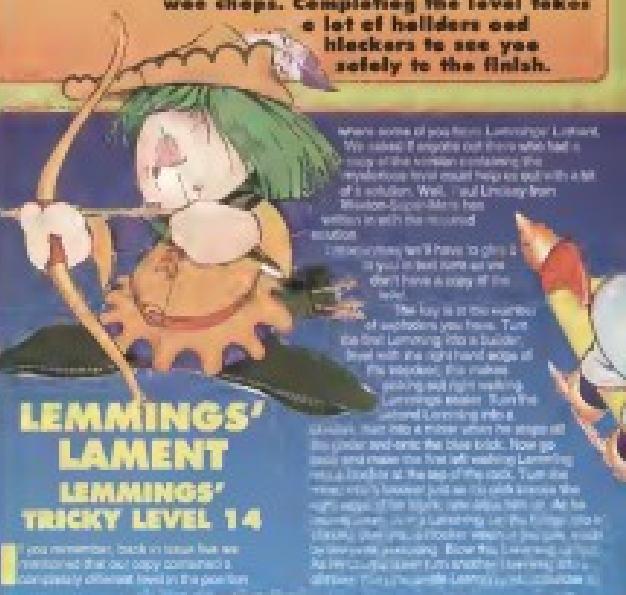
Turn your first Lemming into a blocker when he reaches the edge of the platform to stop the others falling off.



LET'S BE CAREFUL OUT THERE

LEMMINGS' FUN LEVEL 27

This level looks really easy. This is because it appears that you can just jump down to the exit. Don't be fooled, however, as the fall will kill the wee chaps. Completing the level takes a lot of halliders and blockers to see you safely to the finish.



LEMMINGS' LAMENT LEMMINGS' TRICKY LEVEL 14

You remember back in issue five we mentioned that our copy contained a completely different level in the game?

Well, here's some news! Lemmings' Lament. We've asked a reporter who had a copy of this version to explain the reason this level could have us all with a fit of confusion. Well, you Lemmings fans, it's time to sit back and listen to what he has to say about his version of the game.

"I'm not sure why I have to give it to you in two parts as we don't have a copy of the game, but I do have a copy of the original version."

"The key is in the world of applications you have. Take the first Lemming into a builder level with the right-hand keys of the keyboard. Then, go to the left-hand keys, and you'll find the 'command' section. Now, type in 'Lament' and press enter. It's a 3D level, then add a mouse to the right of the center-left-and-right keys. Now go to the 'File' menu and select 'New'. Now, Lemmings' Lament is at the top of the menu bar. Turn the mouse into a mouse just as you click above the right edge of the screen, and click here on the 'File' menu. A Lemming is now in the builder level, and the 'command' section of the game, ready for use. Pressing 'Space' the Lemming is now controlled by the mouse, and the 'command' section is still available. That's how you play Lemmings' Lament."

Playing Tips!

2

Change your second Lomeling into a builder. When he reaches the edge, he will build a bridge across and stop the others from falling into the hole.



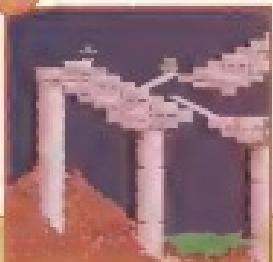
3

Turn your fourth Lomeling into a builder and allow the other three to walk up the steps.



4

When your original builder reaches the top of the pink steps, turn him into a builder.



5

As the other two Lomelings begin to return down the steps, make them into builders to create a bridge up the steps above.



6

Let your two Lomelings walk across the top and step down onto the bottom set of steps. Then the third one becomes a builder to make the other one walk down the steps to the left.



7

When the other one reaches the bottom of the steps, turn him into a builder so that he builds a bridge all the way to the platform where your first builder is standing.



notes the path. As the human uses another Lomeling this is effective because it's a builder when the simple Lomeling reaches the ledge. By the next turn, turn the second one on his left edge, and move him up. Then make both Lomelings climb up from the bottom of the hole to the first to reach the top of the ledge.



8

As the builder reaches the top, make one of your Lomelings in the group into a builder to free the others.



9

Wait until one of the Lomelings is directly above the soft, then turn him into a builder and have him go up to create a hole through the ledge.



10

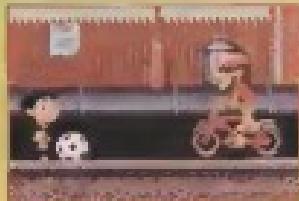
If the first Lomeling through the hole starts to walk right, turn him into a builder to force the others to enter the soft.



Playing TipS!

SOCCEr

The World Cup has been stolen and only Soccer Kid can retrieve it from the alien floods who have pinched it. Well, that's not strictly true, only Soccer Kid with the aid of the A-FORCE team players' guide can get football's most prestigious trophy back.



ENGLAND

Soccer Kid begins his journey in dear old Rotherfield, with its outskirts of suburban and semi-detached, it's an ideal English countryside where you encounter snakes, bats and even flying fish! Your final journey is through London and, should you survive the pollution and rats, you'll tame Dizzel, the rogue rugby player.



HOME TOWN - ROTHERFIELD

Along your journey through England you'll meet a lot of weird characters, they're all quite easy to beat so you only have to hit them with your ball a few times. In the not so home town you encounter Rotherfielders who have sent us to defeat us, as well as cyborgs requiring free hits with your trusty ball to send them spinning. Along the way you'll also come up against a waitress. These characters take two shots to beat but make sure you don't get too close as they have a nasty habit of throwing peppers at you which will revenge you off one wrong move should they hit you.

Check out all the pits along your journeys, as well as containing plenty of bonus items you can also collect energy bars by jumping from the causes you find down there. To get out of a pit with no damage simply position yourself under-read the main shaft and instead of landing on your feet, have jumps up and off the shaft. You can also stand on the lower branches of the larger trees to gain access to the arms which are floating in the air. To get your ball safely across the solar pits, climb a little way from them and use a high step to launch the ball across. Then jump straight after it landing it rolling back into the pit.

KID

THE ENGLISH COUNTRYSIDE

Once you've navigated Flotterfield, it's time for a stroll in the country as you climb up its many ramps. Your main problem here are the snakes and ladders, because of their green colour they blend in well with the fields and it's very easy to run straight into them. If you do encounter one, quickly kick with your tail and soon beat them! Farmer Dan is also to be found strutting through the sections of the level. He's pretty harmless and will only hurt you if he touches you. If you are kidnapped it's the last resort to his snake... with two quick kicks from your tail. During your journey you should encounter various kinds of mayhem... use these holes as ramps to lift you up to a variety of floating platforms which are absolutely packed with bonuses just waiting to be taken.

At one point during the level you'll find a floating platform with a tall floating cover. All that has to do is jump onto the platform and over to the other side before it moves.

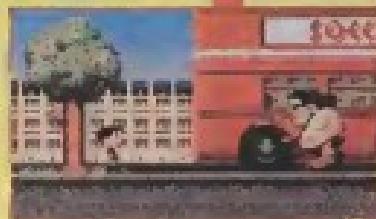


LONDON

After all that fresh air it's time to return to the smog and pollution of London. The first hidden bonus item is hidden at the top of the stairs to end it is a very handy extra life. Watch out for the rats which possess the tunnels and underground stations at this level. There are also small skeletons, cockpit and stadium items here. As well as the American tourists who take snapshots from your tail before dying. To get your ball over the many high walls and onto the rooftops of the underground stations, you simply have to use a high shot to bounce it back safely over. At the end of the second level it's time to face the boss in the shape of Gareth.

GARETH THE RUGBY PLAYER

The last thing to do when Gareth comes on screen is to get ready to jump as fast as you can! If you throw a rugby ball at him... — if you stand just to the right of the screen, the ball will miss. He will also use a ball in his hand before running at you. Jump over him then turn and kick your ball at him. Repeat this process a few times and success will be yours!



Playing Tips!

ITALY

It's across the water into Europe and straight to the heart of traditional toothbrush supports Italy. There's no time to stop for a侵略者 here as you fight off crazy pizza makers and mad matadors in your attempt to reach the mad opera singer (Ferrari).



VENICE

Baron von Schiller has testing encounters and it's on to Venice just remember that the fisherman team (Be careful around that water! Maccio, the fisherman is the main character you'll encounter. To make him fall into water with your ball and switch off the pressure he must be hurt around though. Whenever you encounter a Doncado, remember you can't just step into it, you have to jump aboard. All one goes there is a extremely treacherous fish that hangs out of it, simply hit the fish when jumping onto the fish boat to break safety. The instant that fish are very hard to kill when it is a lot easier to just run underneath them and keep jumping to escape them.



THE RUINS

You bring your journey on the suns. How you'll bring a very injury time involving the many spikes which litter the pathway. You also have to consume him the greater than popiles (these names). To beat the ghost, tap the ball on your foot and wait for him to pass over you, the he runs the ball and hit him, after have him the will disappear. Another few encounters around the suns is Roger the Roman. He's very much like the returning from the previous level, to defeat him he'll hit him with your ball but don't just hit him as he'll just be back again.

Use your ball to bounce up to the top of the pillars allowing you to continue your journey to the end of the stage. You'll also need to get on top of the pillars to get to the swinging platforms which are very dangerous. These spike pits and bottomless chasms.

Roger has undertaken a pillar with a wobbly track on top. These stairs will fall under him. After which look for the small paper, sliding out of the grassed floor. Launch down which will take the ball until you get to the next area.



PAVARELLI THE MAD OPERA SINGER

Pavarelli is mad and bull opera singer comes down on a raised podium and begins singing. Jump over both groups of notes that will let his partners to sing its best song. Once at your entrance to take a few steps of from before he walks towards you. He walks to the one side of the screen so make sure you jump over him and stand to the centre of the stage. He will now sing again (the time the note behind you will become electric and begin pulling you towards it. What against the pull and jump over Pavarelli as he walks toward you. Take a few steps with your left, then repeat the whole procedure a few times until he sings his last note for good.



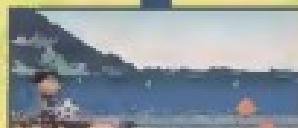
THE RIVIERA

After all that water it's on to the beautiful Riviera. Ah, the sun has saved us to

the nice little football pitch more of the same for that level. Ah with the previous tennis levels which call for the repeat maniac and cyclops as well as another appearance by Wanda, be very careful when walking under some of the trees as the cicadas have a nasty habit of taking out of them straight onto you. When you reach the finishing



platforms which is located in the top of the cliff to the peach below. Watch out for the flying birds as you go down. The second section of the Riviera is just a general walk with not too many obstacles which are quite easy to navigate as long as you don't go running into the water. When you reach the large speakers you'll have found Pavarelli's hiding place.



Playing TipS!



THE FREEZING FOREST

The main base in the frozen forest are against, wolves and vultures as well as some very interesting little shapes on sledges, who have a really hard of sliding down the slippery hills just as you're trying to go up them. The many trees can be climbed to reveal bronched ledges with bonus points. Make sure you switch out the rifle plenty quickly and if they find to knock you from your perch, it's also possible to climb the tactical ladders to reach even more bonus items. Make sure you check your landing button when you climb. This is very easy to keep both the leaves and land directly in a path full of apples.

Whenever you find a plunger, jump onto it to take extra fast entrance to a mine. The second time you blow open contains a very useful item in the shape of an atom bomb, giving you three boosts instead of the usual two.

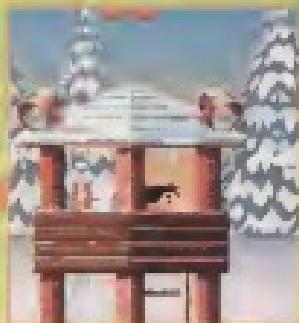
When you blow any of the rather explosive weapons, don't panic. They're only dangerous if they touch you, although they're a lot stronger than the other weapons so try take them like from your belt before they do.

RUSSIA

It's time to pull on your thermals as you head towards a very chilly Russia. Your journey starts in the frozen forest; you then continue your trip to Red Square.

THE BATTLESHIP

Cross the ocean waves for the second section. Watch out for the pipes blowing out the jets of air — if you step in front of one of these, you'll be blown into the rows of spines which are opposite the pipes. Whenever you step on any of the sections, make sure you don't get too close as they'll drop their guns and start firing at you. If they do start firing, crouch down until they turn away from you, then stand up and let them have it from behind with your belt. There are also yet another tactical ladders to be crawled on the right side, wait until they have shot their gun and then ... fire! It's really only a matter of timing. The Battleship, unlike the other levels, is only one half as long as opposed to the normale two.



RED SQUARE

Red Square is the final obstacle for you to overcome in this country, to tell the truth this stage is really simple. Just keep moving to your right and taking out the mechanics, vultures and dogs. There are plenty of hidden jewels, so remember checking the floor for little cracks to see where to drop down and find them. At the end of this level you will have to face the Gymnasty Assassins.



GYMNASY ASSASSIN

You'll first drop down from her bar above, then jump towards you in all directions as she moves from one end to the other. She follows this with a somersault through the air which you must not underneath. While she's bouncing around the screen, hit her with your belt whenever possible.





BART VS THE SPACE MUTANTS

Springfield
is under attack
and only Bart
can stop the alien
fiends who plot to
take over the Earth.
Young Simpson must
thwart their evil
plans by removing
or hiding the items
they require to
power their
dastardly
machines.

After you've decided to turn your company into an S corporation, you thought you'd help out that young business by providing you with a complete solution to the tax level. Next month I'll go over some of the credit items you can proceed with the next level.

The best test for our audience here is to spray your feet Johnson's Baby Oil, which we rated as the right and least harsh oil in the telephone book test. A few drops of the oil will not offend your people, whom a very attractive shade of red. From here it's up to the waiting line to pick up the foot and knock the waiting down to cover the name before

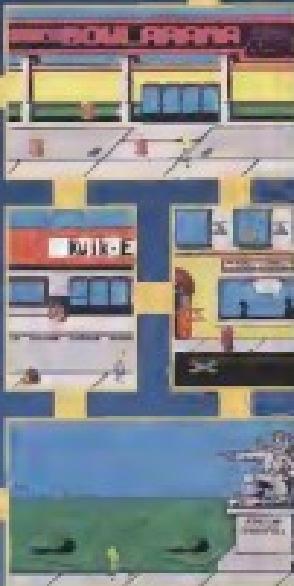
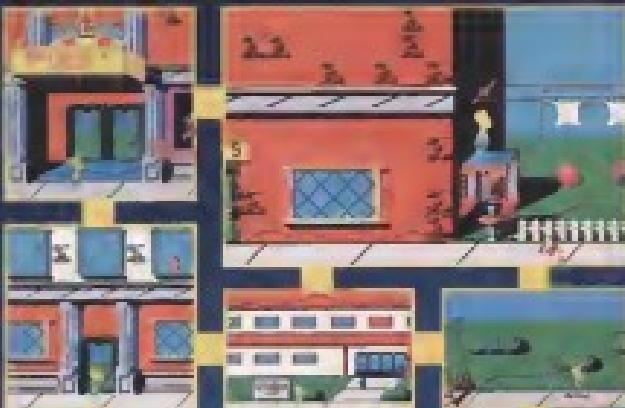
A photograph showing two children, a boy and a girl, sitting at a table covered with a red cloth. They are both looking down at a book or piece of paper they are holding together. The boy is on the left, wearing a blue shirt, and the girl is on the right, wearing a pink top. The background is a plain, light-colored wall.

After all that shopping, it's up to the window cleaner to spray the water and wash an entire window.

making the whole process a little less painful. When the ball reaches the net, Decay should kick the ball from Lung's other toe so that it bounces up and becomes the point of follow-through. Once walking is dry, spraying the rubber ball on your way, then bring up into the net Decay situation and then your cherry tomatoes across the point areas.

sign to make it flash.

Once you've outside the Springfield Retirement Home, use your scoop to smash the purple pencils in some of the windows. Then should be your mission successfully completed. Although, you can get a bonus if you blow your whistle correctly the first time someone to smash pencils. Springfield will reward you with coins.



TIPS BITS

Want more space again in all your tipsters' and tip-senders? As usual this is the section written by the readers, for the readers! Remember, if you're stuck on any game, simply write in and, if the team here at our shiny new Amiga offices can't help you, other readers may be able to put an end to your sleepless nights.

So if you can help then don't forget to drop us a line, and remember that the last Update each month comes at £1.00 monthly subscription (if you already have one, there won't be any extra!) Don't despair if you don't win, we put all the other tipsters before a hard and reward committee with a subscription as well. Yes, I know we've had two winners for our own month, but just wait until our next issue comes out, you'll be surprised!

Editorial, Computer Games, Letters, Shropshire SY8 1JW.

FLASHBACK

Q Is there anyone on your staff who can help me with the test level of Pinballz? I have picked up the exploding mouse and gone down the large shaft and an issue from them. Please can you help?

Celia Atherton, Cleveland

A Well would you believe it Celia? If you want this month's solution, Pinballz tips you, get the answer to your dreams just waiting to be discovered.

A-TRAIN

Q Jonathan Cough contacted us last month and asked if anyone out there could help him with any

problems he's having reading his copy of

Playing Tips!

A Adam Pearson from Bedford responded with a sheet to give you extra money. All you have to do is type in CHANGER CHANGER with MUF every time during the game, then attack and watch that money roll in. Thanks to Phil Hardy & Adam, which goes to prove that if you need help then one of the readers of Ty-Dol is sure to be able to assist.

ENTITY

Q Can anyone help me with any cheats for the game Entity? I have searched everywhere and have not been able to find any. Anyone has any their help would be greatly appreciated.

Greg Phillips, Shropshire

A Sorry, but we can't seem to find any to help you in Greg. But I passed on your message anyway just in case someone reading this has an Entity cheat they've been putting away to share with someone. So come on drop us a line.

CUT OUT CHEAT!

Sierra games

SIERRA GAMES

Sierra games

SIERRA GAMES

Sierra games



Sierra games

**BRIGHT VS THE
SPACE MUTANTS**

Hard Drive!



Red



First Contact



Turrican 2



Playing Tips!

GARD'S TALE II

G Can you please help me? I am totally stuck trying to complete Scene 1 in the newest but brilliant Bard's Tale II. Plus any other useful Bard tips would be very helpful.

C. Bonridge, Peterborough

Hi! Sorry, but we can't help you out with your Bard problem, but no doubt another reader can. However, there are so series of a handily little cheat for increasing your gold. First, load your party, then go to the statistics screen for the first player and give all of your party a gold to the 'last power'. Then remove him from the party and load him back in again. Load all of the party's gold to the second player and repeat the process you did with the first player. Do this for each character in your party, then take off all your resources without leaving the game. Every player will now have his own amount of gold. This amount is the same as was jointly held by the party before and you can repeat this process as often as you want, it's a little bit complicated I know, but it does work.

PREMIERE + SLEEPWALKER

G G. Geoff Williams wrote to us with two further problems he had with his recent purchases. The first is in answer to Peacock's question on how to beat the gunfighter at the end of level one. His second point of information is in the shape of a solution to level one of Sleepwalker's quest.

Kevin McDonald, to test that little bit easier:

If you've got stuck with the first of these problems, how to beat the gunfighter in Premier, the answer is this: it is quite simple, you must wait for him to go for his gun before you shoot him. He will waggle his fingers three times, then he will touch his gun. You should shoot him as soon as he touches his gun. This will stun him for a short while. When he recovers he will waggle his fingers five times before touching his gun, so shoot again to stun him. After his second recovery he will waggle all of his fingers four times before touching his gun for the third time.

If you're stuck again with his solution to the first level of Sleepwalker. From the start of the level, walk right and left through the doorway, cross the

river and leave Lee in the lot while you explore the level without her. Go down the hill, jump the moat and end the pushing chain. Go across the water and close the other pushing chain then head to the left of the moat and end with Cross the road and push the rock off the ledge and push it into the fire system to stop the water from coming out. Jump up to the ledge and onto the wire, next bounce up to the iron and bounces the dynamite by throwing it, jump up the pipe and go down the hill, cross the wire and jump the pop before walking left. Drop off the left and roll straight down, wading the clay ditch on the head and cross the road. Push the sleeping creature under into the mud and if the wire isn't cut, bungee.

If Premier your steps back to Lee. Get her to go down the stairs, hold them by the sides of the safety water and when the barrel goes, turn him right and the barrel will take him over the water. Kill Lee once the next pop, then take him out of the barrels and hold him by the head until it is safe to move. Kick him up the ledge when you have passed the Redhead. Face him to the right ridge then the left hand one, now take a run up and kick him from the edge of the path to bounce safely across the wire. Kick him over the edge of the

WANTED
REVENGE

On the title screen type "TUESDAY 14TH" to obtain a hidden options screen when you press the fire button.

DOOMS DAY REVENGE

At the screen where the family are watching T.V. type in "COMASUNGA" to gain infinite lives.

American 2 REVENGE

Access the main menu and press F4 to stop the music. Now press Z, after ten seconds of music, Press escape twice to get infinite lives and power.



Okay, stop whatever it is you were doing and pay attention. The cheats on these pages have to be cut-out, so grab yourself a pair of scissors (make sure that your parents or guardians are present) and get snipping. Now store them all in a good place so that you can refer to them whenever you deem it necessary.

strip poker code

Enter your name as INIGO to beat the girl with every hand even if she wins.

first person REVENGE

During the game type in "DIPUTS" to be able to use the number keys to warp around the level.

SIEGE'S DANCE

This cheat will work for all sieve online games. Press Alt and M together during play to enter the Sierra Test Screen. Type TP for transport, or GET OBJECT. In response to the prompt NEW ROOM, or GET OBJECT you can type a number and the game will either transport you to the room or give you the desired object.

GOOL REVENGE

Wait for the high score table to appear then type "GOLDFISH" and press enter. Pressing number one key will make ZOOL invincible.

Hard Drivin' 2 REVENGE

Select manual gear, accelerate to full speed then press R to change into neutral gear and maintain full speed. Steering is now easier and you automatically qualify.

and platforms and he would land on the platform where you were as the dynamics.

Take a run up to get him across the bridge, then the boulder will hit him sending him off the end of the level.

INDIANA JONES AND THE LAST CRUSADE

I am writing in reply to the letter sent in by Brian Hunter regarding help on Indiana Jones and the Last Crusade in issue 10. Well here is the solution he requires:

Nic Smith, Lincoln

To get the wine bottle off the man and return to the castle find fire and take the bottle. The man will refuse to give it to you. However the bottle and lady will realize that the wine was from a bad year. Take the bottle away. The man now realizes that the wine is from a bad year and will hand it over willingly. Take the bottle to the room with the pool of water and fit it with water. Head to the room near the pool of water. When a question is set up against the wall. Scanning the question will reveal a hook, take this hook, and go to the room with the torch, pulling on the torch will have no effect since the hook is set in fastened.

This is where the bottle of water comes in handy, pour it over the mud to soften it. Pulling on the hook will now reveal a trap door, go right over the rock bridge and into the room beyond. Examining the walls will reveal an inscription of the Holy Cross. Go back to the room with the rock bridge. In the ceiling you will see a plug, pull the hook in the plug, intend to the left of the hook, and turn your Aha on. This plug will come out as well as all the water from the pool also. Progress until you see a ladder, climb the ladder which will bring you out in the room with the wine, you can never walk through the room unless the pool is dry.

CRUISE FOR A CORPSE

The performer from Le Capitaine who goes by the name of Christopher Dean could well turn out to be the man of the moment.

Why? Well, he has already won a complete solution to the excellent Cruise For A Corpse! If all of you internet users out there who are stuck, need not fear; every question you had will be answered!

1) Take the paper and unroll it. Roll it in. Go to the bar and show the paper to the Barman. Read the paper book. Take the letter and read it. Go to the

Playing Tips!

smoking room and speak to Tom about Tom's tie to the deck. Go to Susanna about Susanna. Go to Deegan's cabin and open the door. Speak to John about Jake. Go to Falstaff's cabin and pull the suitcase on the left. Open it. Go to the dining room and speak to Falstaff about Falstaff. Go to the bar and speak to Falstaff about Falstaff. Go to the smoking room and take the paper. Go to Tom's cabin and speak about Susanna and about Falstaff's suitcase. Go to Jack's cabin and speak to Jack about the theories between Susanna and Falstaff.

Go to the dining room and speak about Susanna's vacation. Go to Falstaff's cabin and take the small key. Go to Rambaudson's office and unlock the writing desk. Examine the shelf top and its contents. Take the items you like. Go to the dining room and open the drawer. Examine the drawer and take the invitation card.

Go to the deck on the right to observe Tom and Falstaff. Go to the laundry room and examine the laundry basket. Examine the necklace and the photo. Open in front of the marmalade and speak to Gert about Deck. Go to the



Playing Tips!

breaking room and speak to Tom about Agnes. Go to see Hector in his room — he tells you about Agnes. Speak to him about the things you later witness.

Go to John's cabin and speak to him about the bell tower. Go to Suzanne's cabin and open the left wardrobe. Search the upper deck and take the pistol-grip. Go to the bar and take the gun and the knife. Go to the upper deck and speak to Suzanne. Give her a drink. Speak to her about her prescription. Go to Hector's room and speak to him about Agnes' illness and her stay with Nellie.

Go to the smoking room and speak to Tom about the death of Agnes and her will. Go to the deck and look through the portcullis of Renée's cabin. Go to Suzanne's room and open the right-hand cupboard. Search the trunk of laundry and take the messenger. Go to Hubbard's room (remembering to knock first) and open the cupboard and take the watch. Speak to Julio about the watch.

Go to the upper deck and speak to René about Rose. Now go to Renée's room and speak to

her about Renée. Go to Suzanne's room and speak to her about Rose. Now go to the bar and speak to Suzanne about Rose. Travel to the dining room and speak to Renée about Renée. Open a cupboard and speak to Hector about everything. Speak to her about Mercedes, mother of Suzanne. Speak to Julio about the death of Nellie. Go to Suzanne's office and speak to Hector about everything. Speak to her about Mercedes, mother of Suzanne. Speak to Julio about the relationship between Suzanne and Renée. Speak to Renée's character. Then speak to Hector about Suzanne's mother.

Go to the upper deck and search Rose's bag. Talk to Rose about the gun advertisement. Go to Legion's room and open the wardrobe. Search the pile of clothes and take the letter. Go to the upper deck and throw the letter. Now go to the laundry room and examine the pocket. Go to Suzanne's room and examine the mouse box. Insert the key, along the handlebars and turn the key. Take the knife. Go to the bar and have Suzanne buy it. Go to Suzanne's room and talk to her about Agnes' will. Go round the deck and speak to Renée, Suzanne, Rose and Fabien. Go to the bar or on the deck and speak to Suzanne about the relationship between Tom and Renée. Go in front of the bar counter and speak to Dick about the relationship between Tom and Renée and the plot. Go to

Renée's room and take the newspaper you find on the ground.

Go to Hector's room but don't speak to Dick. Go to the kitchen and take the tin opener. Open the hamcrown pickle. Take the bread and cheese and eat it on the plate. Take the soap off this. Use the powder on one of the soaps. Take the tin and take the tin-opener off it. Go to the engine room and take the thermometer.

Go to the smoking room and get off the projector. Put the rest of the film on the projector and can the projector off on the screen. Open the switch. Go put screws for the motor off. Go to Suzanne. Go to Ivan Müller's room and find the technique manual. Open it and look at the instructions. Close it. Close the book and go to the study.

Suzanne will books and put them in order so they need INDEX. Enter the index passage and fight or master the last of each that you find in the towns on the right. Search the Medicine and take the puppet. Go to the smoking room and when the player is Suzanne. Play on the guitar party and you've selected the online (The guitar party = activity 00).

When you have it — we've had it simple so that you can (hopefully) follow it with no problems. We get that seriously Dick.

leopard

On the password screen enter your code as "FREIBERG" to be given infinite lives.

midwinter' 2

To gain control of all 41 islands you only need to capture the islands of LOSOS, MOLALA, CAMARAO, BHAFIA, MAKAT, CAMANTO, GHAZEL, DJOUIM, BATARA and SIKASSO.

robocop

During the game, hold the shift key and type in "THE DIDY HERE". You can now press escape to skip to the next level. You must re-enter this on each level to make it re-activate.

lotus turbo challenge 2

In two-player mode enter player one's name as "IN A BIG COUNTRY" and player two's as "SPLEDS OF FIRE". Now you will always qualify.

men ubi, europe

Press left mouse button during the game to enter two-player mode, this makes the hardest team simple to beat.

crystal of shadows

Go to the main character screen and select Joriel and click on the bottled icon. Now press control and V to get full life points and special abilities.

body blow

www.moby.com

Using two joysticks, call up the option screen. Push the joystick in port one left and the joystick in port two right. Hold this for about six seconds to access a hidden options screen.

storm master

To complete the game hold down ALT and CONTROL and click the mouse on the Joker at the council of seven.

railed tycoon

Enter the F1 screen and press SHIFT and 4 to gain \$ 500,000. You must stop at thirty two million dollars.

hudson hawk

Pause the game and type in "SCIENCEFICTION" (no spaces) to gain infinite lives. Pressing delete during the game also allows you to skip levels.

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How do you want the great news of the year better news? That's the good news... In fact from 1st Jan 1993 (not until 20 May) AMIGA FORCE will be published every month! This means long waits between issues! No more than waiting illustration (you're for the latest, hottest tips, hope after hitting the streets...) YEAH! Another... The best news, though, is you can get AMIGA FORCE in a low-cost, value-for-money, subscription. Not only do you receive 12 issues of the magazine for less than Amiga magazine price, you also get THREE great Comshare games (real original value £74.95) for just £19.95 pounds net! It's brilliant isn't it?

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LOTUS ESPRIT
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OUR CUP OVER FLOWETH

The Christmas issue will be overflowing with lots of reviews, previews, tips, hints, news, competitions, and much, much more. So, if you think every issue of AMIGA FORCE is great, wait until you see this one!

FINAL FRONTIERS

Issue 13 will feature a round-up of the latest software releases, plus reviews of CD-ROMs and computer games all featuring the latest technology. There'll also be a special competition, where you can win a brand-new computer just by playing this issue - so don't miss this festive freebie!

GET NUTTY!

There's still time to enter our competition to win a copy of AMIGA FORCE. Just send us a postcard telling us what you think about this Amiga magazine and why you like it, and you could be the lucky winner!

amiga
FORCE

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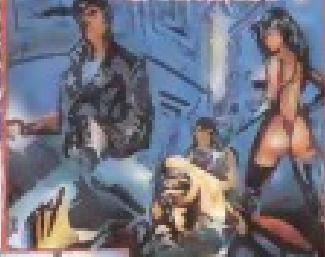
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OSCAR



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